A UBISOFT ORIGINAL

ASSASSIN'S CREED®

ROLEPLAYING GAME

ANIMUS TRAINING PROGRAM

QUICKSTART

UBISOFT

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BASED ON A UBISOFT ORIGINAL

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A UBISOFT ORIGINAL

ASSASSIN'S CREED®
ROLEPLAYING GAME

ANIMUS TRAINING PROGRAM

QUICKSTART

The year is 2016.

The Assassin Brotherhood has been waging a secret war against their sworn enemy, the Templar Order, for thousands of years. The Templars aim to create a perfect society ruled by order and discipline, a goal that is in direct opposition to the ideals of the Brotherhood, which strive to defend the free will of humankind.

Central in the conflict between the Assassins and the Templars are the Pieces of Eden — extremely rare and powerful technological artifacts created by an advanced precursor civilization. It is believed that such artifacts could contain extensive knowledge or be used as weapons. Although the fight for their possession continues to this day, the Templars have been successful in collecting many of them.

A chance for the Brotherhood to regain lost ground in the war is the Animus device, a technology stolen from the Templars allowing for the exploration of memories encoded in human DNA. Using the Animus, the Assassin Brotherhood has a chance to locate other Pieces of Eden and deny the Templars from acquiring them first.

This is why the last to join this conflict are the modern day descendants of Brotherhood members who fought this covert war over the centuries. By entering the Animus, they can explore the memories of their ancestors, acquire information concerning the Pieces of Eden, and gain unique skills that would normally take years to master. It is only by doing so that the Assassin Brotherhood may gain an edge and turn the tide against their enemies.

Live thousands of lives, find the Pieces of Eden, choose your destiny.

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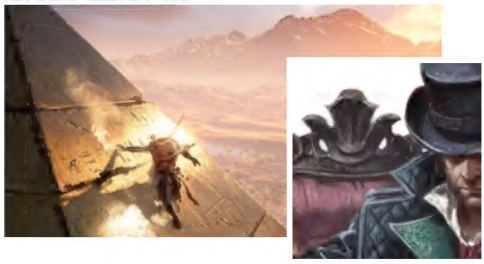

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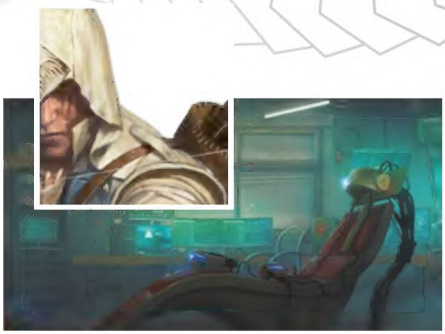

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FILE_01:
<PAWNS IN A SECRET WAR>

The alarm neutralized and the lock picked, Inez opened the door to the warehouse. She'd taken off her leather jacket, covered in pins and chains and other things that might jangle the lone security guard awake. Maybe this score would get her off her friend's couch. The crates were piled high to the ceiling, lost in bright fluorescence, stacked like a very neat child's building blocks. She took the small flashlight out of her pocket and recited the aisle and tier where the box she was supposed to take sat. This was a rental facility, or so she was told, and light on security. Turned out to be anything but. She'd scaled the shelf to the fifth tier, about twenty feet up, her shoes gripping the shelf below. She found the box. It looked like a pen case but small, which was good because Inez wasn't big. In her head, she hummed a punk tune from the night before and for a moment, reconsidered how much she'd drank as her stomach turned while looking back down. Also, there were two men walking down the aisle between the shelves. They hadn't seen her yet, but she could tell they weren't rent-a-cops. It was the submachine guns that gave it away.

This is what she got for taking a job proffered at a party in Wicker Park. Way too artsy a crowd for her. She held her breath, tried very hard not to swear, and waited for the men to pass. When they did, she cat-climbed down to the concrete floor, crept around the end of the aisle, and saw them in front of the door she'd opened. The door she hadn't closed all the way because... hangover. About 400 pounds of muscles nullified that exit. She'd have to find another way out.

The skylight it was. The panels were open and she'd considered going in through the roof anyway. So, hell, why not? Worst that could happen is she falls, gets caught, and spends more time in jail, right?

She made it to the skylight and was levering open one of the panels when the first bullet starred the glass in front of her. No more being careful, she hauled her ass through the window, sneakers finding traction on the roof and bolted for the fire escape... which, of course, had another slab of guard meat coming up it just then. This was some serious security. The man fired

at her, spent brass moving in seeming slow-mo as the muzzle flashed. But Inez had run to the edge by then, said screw it, and jumped to the next roof, which she was not at all sure she'd make it to until she landed. From there, she ran off the edge of that roof and caught a light pole down to the street. Before she had time to pat herself on the back, there was another of the guards with a gun right in her face.

"You Descendants think you're untouchable. The Templars think otherwise." He was about to pull the trigger. Then, she was covered in blood. Someone had stepped around the edge of an alley with a silenced pistol. He wore black, nondescript clothes and was maybe a few years older than Inez. Automatic fire raked the alley behind him as he fired at the guard coming down the fire escape. Inez turned, some instinct telling her that the other guards were outside by now and, sure enough, two positioned themselves behind the loading dock and took a bead on her would-be rescuer. He saw one in time to pop him, but the other, well, Inez hadn't fired a gun since one of her mom's interchangeable boyfriends taught her, but she had a knack and put two rounds into the other guard's chest. Then, she dropped the gun, screamed, and started shaking. She didn't make it far out of the alley, or the street, beyond before her rescuer pulled her down. Everything moved as if through a world of transparent syrup.

She watched her hand open a car door, getting in the passenger side. The guy gunned the already humming engine. He turned to her, face awash in the street's wet neon refracted through beaded rain on the windshield and said, "You ever consider more steady work?" That's when she finally breathed again then said, "What the hell is a Templar?"

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To be continued, in the full release
"Assassin's Creed - Animus Handbook"

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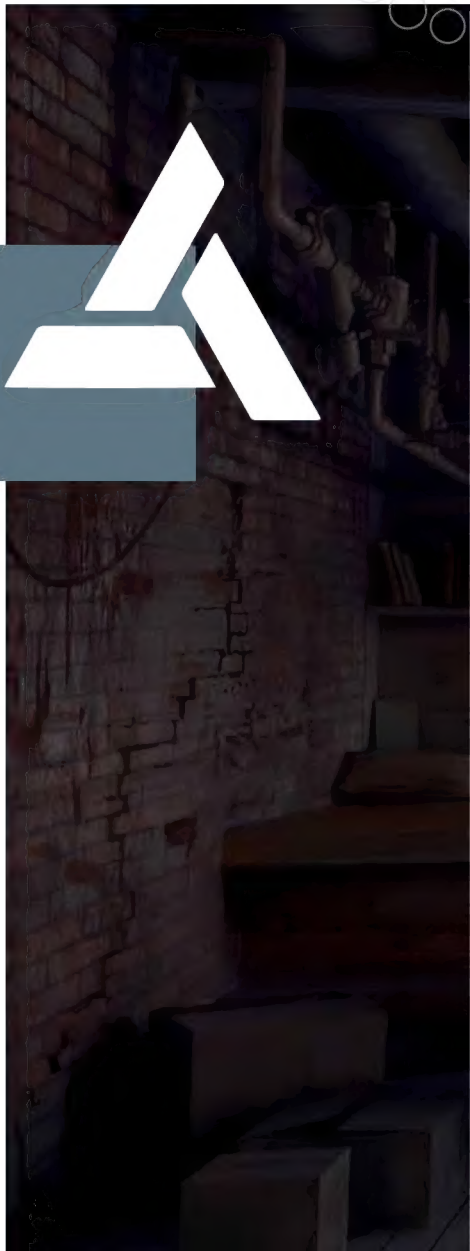


0-0 INTRODUCTION

ANIMUS TRAINING PROGRAM

"Here we go. I've got you all hooked up. Got a long drive ahead of us. Figured you might want to play around with the Animus on the way."

- Rebecca Crane

LOADING DNA SCANNING PROGRAM...

<WELCOME TO THE ANIMUS TRAINING PROGRAM.>

<we highly recommend following this initialization procedure carefully to upload all necessary files and ensure proper functionality of the program.>
<please wait>

The Assassin's Creed RPG is a tabletop roleplaying game in which players take the role of Descendants, modern day heirs to past members of the Assassin Brotherhood. Using the Animus technology to access their ancestral memories, they join in the secret war against the Templars, risking everything they have to preserve humanity's free will. In time, they will inherit the abilities of their ancestors, gaining the power to affect the fate of the world they live in and become Master Assassins themselves.

The Assassin's Creed RPG uses the Match System, an original set of rules using 2 sets of 6 custom dice (also available as a digital dice roller on the official Assassin's Creed RPG App) focused on promoting fast-paced, fiction-first gameplay. With simple game mechanics, the Match System encourages players to express their creativity freely and add to the story and the game world itself.

<With the Animus Training Program you are about to launch, you will learn all you need to know to start playing:>
</the fundamental aspects of the game>
</a step-by-step tutorial to learn how to play in and out of the Animus>
</a complete game Session to take your first steps into the marvelous world of Assassin's Creed>.

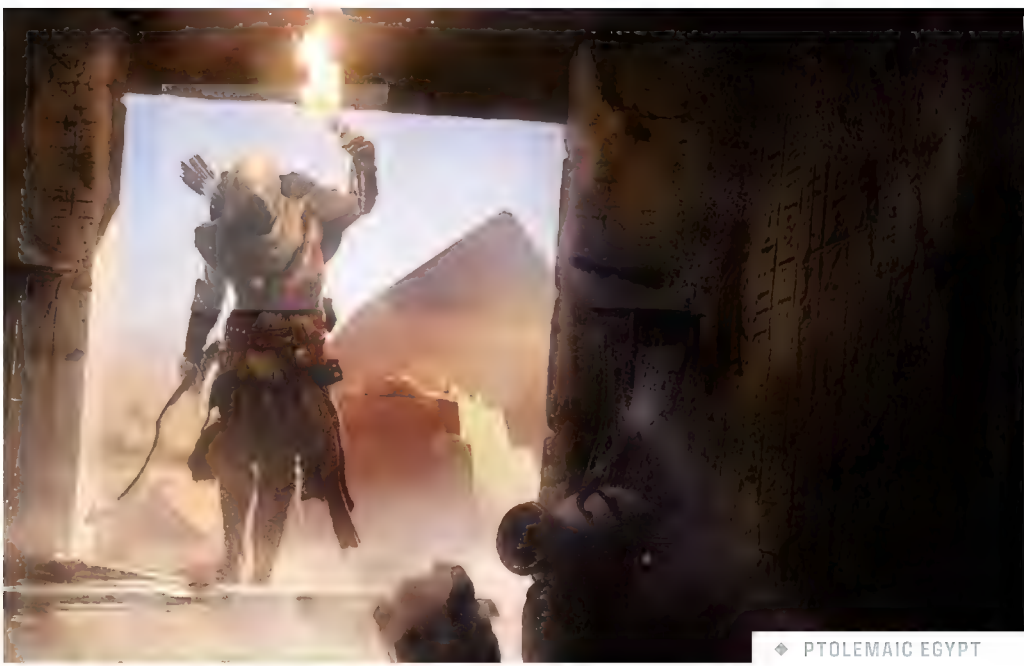
WARNING:
LIMITED ACCESS

</The Animus Training Program presents only a portion of the Assassin's Creed Roleplaying rules. The complete game mechanics are included in the product's full release: Assassin's Creed – Animus Handbook.>

JUST LIKE THE VIDEO GAMES

Assassin's Creed is an open-world, stealth-oriented action video game series allowing players to take part in a secret war fought by a brotherhood of Assassins pursuing peace through freedom against an organization of Templars seeking peace through order and dominion. The series is an adventurous mix of historical and scientific data blended with fantasy whose protagonists reinterpret real world events and interact with figures both fictional and historical. Players usually take the role of one of many canonical Assassins, an Assassin initiate or affiliate, or a descendant taking part in the millennia-old conflict in its present day incarnation.

All the features listed above are ported over to the *Assassin's Creed RPG* you are now reading! A typical game session can be compared to an episode taken from one of your favorite video game titles. Play a Descendant in the modern day world or a canonical Assassin in their simulated ancestral memories. Sequence after Sequence, you will live and shape the destiny of the world of *Assassin's Creed* in first person.



◆ PTOLEMAIC EGYPT

Visit the Cmon website to download game materials, including the Character File Folios and both the Witnesses and Skills card decks. You can also get CMON's official Assassin's Creed RPG App at ***https://acrpgapp.cmon.com*** *or purchase custom Assassin's Creed dice sets and source books.*

WHAT DO YOU NEED TO LAUNCH THE ANIMUS TRAINING PROGRAM

Can't wait to play the Assassin's Creed RPG? This quickstart guide includes everything you need: a Crew of 5 pre-generated characters and a full game Session made of 2 playable Sequences (the introduction to 1 of the 3 thrilling campaign adventures included in the *Assassin's Creed - Forging History* book).

In order to play, you also need:

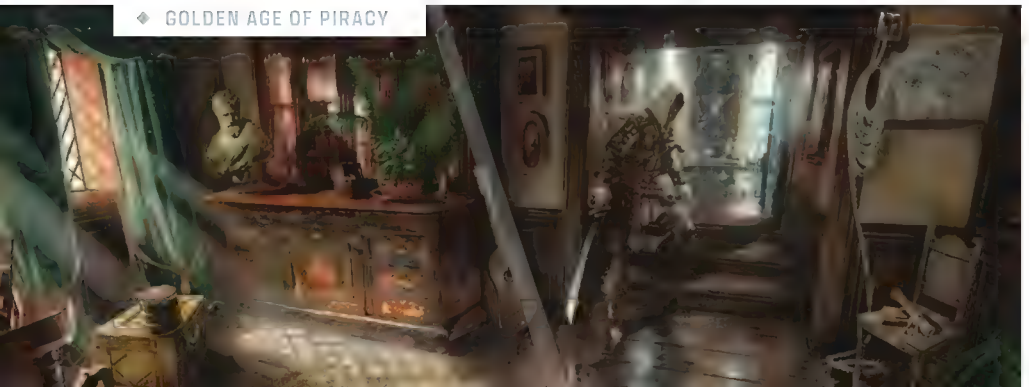
1. A group of 2 to 5 people. The game can be played with more or fewer participants, but you may have to make some adjustments.
2. A copy of the pregenerated **Character File Folios** for each Player.
3. Paper, pencil, pen, eraser, or any tool allowing you to take notes.
4. 2 sets of 6 Assassin's Creed Dice or the official Assassin's Creed RPG App. If you don't have access to any of these, you can also use sets of 6 standard **6-sided dice**.

Character File Folios
(see page 111)

6-sided dice
(see page 60 for details).

To the Reader (the game master or facilitator in Assassin's Creed*): We recommend reading this volume in its entirety in order to learn the game's basic rules before launching the first game session.*

◆ GOLDEN AGE OF PIRACY



WHAT IS A ROLEPLAYING GAME

A roleplaying game is a story told together by a group of people. It's an adventure shared in your collective imagination. Individual players take on a persona for the duration of the story, their character, who lives and breathes in this other world by their wishes and whims. It's a fantasy. An illusion. A shared daydream where you can forget your everyday cares for a time and live another life.

WHAT DOES IT MEAN TO ROLEPLAY?

Roleplaying is simple at its core. You envision the imaginary world through your character's eyes and then decide how your character goes about dealing with the trials and tribulations encountered there.

Everyone at the table is doing the same thing. You're sharing this world and story as you create it together. It is cooperative, not competitive, although there will be conflicts to resolve. Most often, these conflicts are between you and the Non-Player Characters (NPCs) who inhabit this world. But sometimes, there will be problems to work out between your fellow players. But, always remember the goal is to have fun together.

GAME SESSION

A Game Session is the amount of time you and your friends actively dedicate to playing the game. Just as you would meet on a Sunday to have pizza together and then play a *Death May Die, Massive Darkness,* or a *Zombicide Chronicles* game, you can play a session of *Assassin's Creed.*

During a session, you set up and play 1 or more *Sequences*, made up of multiple **Scenes**.

Scenes
(see ***Structure of the Game*** on page 22).

FICTION FIRST

Playing a tabletop roleplaying game is very different from playing a video game or a board game. In a roleplaying game your options are limited only by your imagination. The rules do not confine you to a predetermined path or set of moves, resulting in a wider freedom of choice when it comes to creating your stories.

In particular, the *Assassin's Creed RPG* encourages a *fiction first* gameplay, where each scene is shaped by your Reader's description, the characters involved, and your choices as players. The game mechanics are employed only once the course of action has been established *in fiction* to determine the consequences that those choices will produce. The result is a game where the same situation can be approached in multiple ways, as diverse as there can be players at the table.

That's why sharing a set of rules at the game table is fundamental. The Descendants you play are defined by attributes and features representing their strong and weak points, and the unpredictability of the situations they will encounter is represented by dice rolls. Everything that your Descendants can do can be translated to simple gaming terms.

In the following sections, you can find all the rules required to play, divided by topics such as player roles, game setting, character features, dice pools, game system, etc.

◆ GOLDEN AGE OF BAGHDAD

PLAYER ROLES

In the Assassin's Creed RPG, one player must take on the role of the game master, which in this game is called the Reader. All the other participants play as individual Descendants, the heroes of the story (also called Player Characters — PCs for short). A group of Player Characters is also referred to as a Crew.

NOTE: *As you will see, the following rules are often written in the second person "you." Every rule that applies to "you" also applies to every other player in the game.*

THE DESCENDANTS

As a player, you play a modern day character, the last *Descendant* of a lineage comprising one or more members of the Assassin Brotherhood. At the beginning of your adventure, you are unaware of the secret war between the Assassins and Templars, and so far, you've lived an ordinary life. Maybe you were a student juggling between a night job delivering pizzas and your IT studies; or an unemployed, single parent; a Wall Street's shark; the owner of a cool bar downtown; a janitor in a shopping center; or a police officer cleaning up the streets of your hometown. Then, suddenly, on a day that started like any other, your life changed in a way that made it impossible to go back.

And not only your life as a modern day individual... by using the Animus device, you are going to join the fight of the Assassin Brotherhood, taking the role of multiple characters, Witnesses to important events affecting the secret war.

Playing with these Quickstart rules, you can choose 1 of the 5 pre-generated Descendants and their related main **Witness**.

Witness (see page 18).

> WITNESSES

When you enter the Animus, you take part in a Simulation, a three-dimensional virtual reality world reconstructing a significant event in the history of the Brotherhood. In the Simulation, you assume the role of a *Witness* to the event, a character represented in the game by a card from the *Animi Network Deck*.

As you can see in the Character File Folios, during a Simulation, the abilities of your Descendant are replaced by those of your Witness.

There are 2 types of Witnesses: proper *Ancestors*, characters linked to your Descendant by blood, and *Echoes*, random allies of an Ancestor.

> **Ancestors** are Assassins of the past, sharing a genuine DNA bond with your modern day character. During each game campaign, you choose 1 or more Ancestors linked by blood to your Descendant, based on the Time Frames you are going to use in your game (in agreement with the Reader).

NOTE: *Only 1 of this quickstart's 5 pre-generated Descendants has a playable Ancestor (Major Gallagher) for the included Introductory Session.*

> **Echoes** are characters who are unrelated to your Descendant, but who accompanied an Ancestor on a mission for the Brotherhood in a specific Time Frame. If you are not entering a Simulation as your Ancestor, you are experiencing it through the eyes of an Echo.

The cards contained in the Animi Network Deck (also available digitally on the official *Assassin's Creed RPG App or downloadable for free on Cmon website*) offer a selection of Witness cards for each available Time Frame.

> GOOD MANNERS FOR THE PLAYERS

> **RULE #1: Visualize What the Reader Says** - In this roleplaying game, the Reader is your eyes and ears, but you must turn your brain on to envision all those descriptions into a scene you can interact with. If you don't get it, or if you think something important is missing from a Scene, ask questions to the Reader or make suggestions to fill in the blanks!

> **RULE #2: Describe the Actions of Your Player Character** - Always tell the Reader and the other players what your character is doing, or, better, what *you* are doing. Be specific when you describe what you do and how you do it, without making unnecessary references to the rules of the game.

> **RULE #3: Act as a Group as Much as Possible** - Cooperative play will enhance your chances of success. The game is a conversation between everyone at the table. That includes you, the other players, and the Reader, and everyone needs a share of the spotlight.

> **RULE #4: Find Your Own Player Character's Voice** - Assassin's Creed© is all about the Descendants, the Ancestors in their genetic memory, their traits and special talents. Visualize your Assassin and give them distinctive descriptions and quotes for the other players and the Reader to recognize. If you think you're overdoing it, keep only the essential points and avoid monologues.

> **RULE #5: Keep it Interesting, Keep it Fun** - Wallow in the spirit of Assassin's Creed!© The secret war for humanity's free will is real, and the Descendants have the right tools and skills aplenty to face Templar agents in the modern day and any other challenges hidden in their genetic memories. It's time to team up and join the Assassin Brotherhood!

The rules of the Assassin's Creed RPG allow you to jump headfirst into an endless series of adventures emerging from the pages of real history. Just choose your Descendant from those presented from page 111 and start playing.

THE READER

You are the *Reader*, and yours is a different task than that of your session mates. You play in an independent but complementary way. You are in charge of managing the world of *Assassin's Creed*© itself and describing it to the other players as it unfolds around them while they play. You are a facilitator and a referee, as well as a storyteller. Yours is the privilege to set the foundations of the narrative that will involve the Descendants and their Ancestors as the main protagonists.

See **Sequences**, on page 22.

It is your duty as the Reader to present the **game scenarios** using the descriptions provided in published adventures or creating your own. It is also up to you to decide what every character that is not a Descendant or a Witness does (these characters are called Non-Player Characters, NPCs for short).

Presented on page 86

More about the role of the Reader will be discussed in the **Introductory Session**.

◆ 2012 CE - ROME HIDEOUT

> GOOD MANNERS FOR THE READER

> **RULE #1: You are the Eyes and Ears of the Descendants** - The role of the Reader in bringing the world of *Assassin's Creed*© to life is to help the players visualize what's going on. You're there to spark their imagination with your descriptions. You're also the means by which they interact with the world.

> **RULE #2: You are Not the Enemy** - While you will often confront the players with hard challenges, your role is to create interesting situations for them to get into trouble, not to punish them. Use the entire arsenal of *Assassin's Creed*© to evoke the right mood of thrill and suspense, not to defeat them.

> **RULE #3: Know Your Players** - *Assassin's Creed*© offers the modern day world and the whole history of humankind as places to explore, teeming with great mysteries to uncover and ancient enemies to fight, but, most importantly, the game tells the stories of the Descendants and their Assassin Brotherhood cell. The better you know your players' expectations and goals, the easier it will be for you to add more depth to their adventures.

> **RULE #4: The Assassin's Creed RPG is a collaborative effort** - The game is not your sole responsibility! Never forget that you are here to have as much fun as the other players.

> **RULE #5: Keep it Interesting, Keep it Fun** - Yeah, that's what we said to the players, too. But in your case, it's even more important. Whenever you can, infuse your descriptions with the *Assassin's Creed*© vibe, taking inspiration from your favorite scenes from the video games, comic books, or novels (if you are not very familiar with them, you can read the Setting Overview on page 27 and you'll get the idea!). Templar agents and city guards risk becoming boring unless you inject something evoking the typical mood of *Assassin's Creed*©.

> **RULE #6: The World of Assassin's Creed© is at your disposal** - The Assassin's Creed RPG is based on the expansive lore created by Ubisoft for the many incarnations of the game, but you are not forced to stick to any canonical vision. At the gaming table, all the deep secrets and legends characterizing the game are yours to bend and twist as you see fit. The ideas and storylines contained in the books, movie, video games, and comics are a rich mine at your disposal.

While it might seem daunting at first, the task of the Reader is a highly satisfying experience. Also, the rules and Sequence structure of the Assassin's Creed RPG make it easy for the Reader to set up a gaming session with little preparation.

STRUCTURE OF THE GAME

The aim of the Assassin's Creed RPG is to bring to life only the fast-paced and thrilling scenes of a story, glossing over the boring bits. To accomplish this, the gameplay is divided into specific phases focusing exclusively on the most salient and meaningful events of a storyline: just the great moments that make sense to remember.

For this reason, like a Russian doll that starts from the large and proceeds towards the small, the game phases in the Assassin's Creed RPG are structured as follows:

▶▶ SEQUENCE

A Sequence can be compared to a single episode of a TV show or comic book issue, with each Sequence advancing the progression of a story that will eventually reach its conclusion. For this reason, each Sequence should always include elements pushing the story forward. Sequences usually include a number of Scenes (see below).

There are 2 types of Sequences: **Modern Day Sequences**, where the Descendants act in the in-game real world, and **Simulation Sequences**, where they enter the Animus as Witnesses to investigate a specific genetic memory.

◆ FRENCH REVOLUTION

SCENE

A Scene represents what is played out in detail at any given moment. They're the situations that the characters approach within a Sequence to achieve a specific goal. Usually, there are multiple Scenes within each Sequence. Scenes are often prepared by the Reader or are previewed by the plot of a pre-written adventure. Still, they can also be improvised, thanks to the choices that the players make that lead to unique and unexpected situations.

At the start of each Scene, the Reader must frame the scenario, presenting the situation to the players and describing what their characters can actually see, hear, smell, etc. The players then proceed to describe what their characters do. It's how they *Approach* the situation the Reader has confronted them with.

APPROACH

Players describe how they react to a given Scene by telling the Reader what they do about it. For example, when confronted by a group of Templar agents, do they charge head-on, do they flee, or do they try to devise some other clever ruse?
When the players describe a course of action whose consequences are uncertain or dangerous, then the Reader can require them to make an **Approach check**, a procedure calling into play one of the four areas of competence listed on their Character Files — their **Action**, **Stealth**, **Wits**, or **Social** *Approach*.

for more on **Approach checks**, see page 60.

The choice of which Approach to use is usually made by the Reader, based on how the players describe their actions. However, players should feel free to suggest what they think fits best what their characters are trying to accomplish .

ASSASSIN'S CREED MULTIPLAYER

The Assassin's Creed RPG is meant to be played by several players together and to have multiple protagonists sharing the spotlight. While this is pretty straightforward to understand when it comes to modern day Descendants acting as a group, a few words are required to explain how multiplayer works when the characters enter the Animus.

When launching a Simulation Sequence, the Descendants log into the Animi Network together. Usually, only one of them accesses the genetic memory of an Ancestor living in the selected Time Frame. The others connect using hacked commercial Brahman VR consoles instead and witness the recorded events as Echoes, characters who accompanied the Ancestor and whose identity is 'scrounged' from available DNA material, or sourced from an Animus algorithm capable of creating 'artificial' DNA sequences of people who lived in that Time Frame.

This way, everyone is synchronized.

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220 psiweb1 Abstergo CLOUD Service «Version 1.2>
User < br-london.co.uk; «none»>; anonymous 214 Anonymous access allowed,
  send identity <e-mail name> as
Password:
370-Welcome to Abstergo Cloud site. 370-Please change to the correct
  directory for your country
cloud> ed oh 250 CWD command successful.
cloud> put c: temp \test.txt
200 PORT command successful. 150 Opening ASCII mode data connection
  Testixt. cloud: 23 bytes sent in 0.01 Seconds 2.30 Kbytes/sec.
cloud> transferring...
Abstergo link confirmed.
Cloud sync confirmed.
Upload in progress.
Do not disconnect...
```

紗錠

LOADING
NODE DETECTING
PROGRAM

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SECTION 1-0

SETTING OVERVIEW

"My enemy is a notion, not a nation."

- Ratonhnhaké:ton (Connor)

<opening cloud.ai-corp.ca> <uploading data from the Abstergo Corp database>

<please wait...>

<Reading the loaded SD card> </Installing AsBr16_patch.>

<With the database you are about to open, you will learn all you need to know about the modern-day world and its ancient roots:>

</the Assassin Brotherhood>

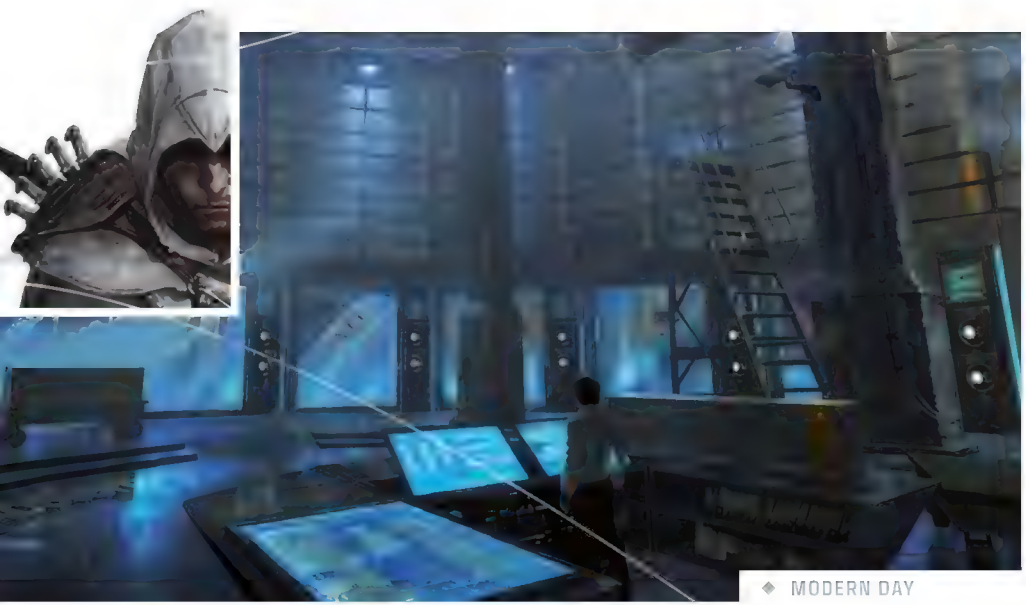
</the Templar Order and the Abstergo Industries>

</the Precursor Civilization and the Animus technology>

</Warning: this database presents only a portion of the Assassin's Creed RPG setting. The complete game world lore and setting are included in the product's full release: Assassin's Creed – Animus Handbook.>

<synchronizing...>

The Assassin's Creed RPG is set around the year 2016, in a world mirroring our own. The battle between the Assassin Brotherhood and the Templars, currently fronted by Abstergo Industries, has been raging for centuries. By now, the exponential growth in power of Abstergo has allowed the Templars to rapidly and dramatically outclass the Assassins. Still, with the help of the Descendants, the Brotherhood has a chance to make a comeback and stop them.



◆ MODERN DAY

THE ASSASSIN BROTHERHOOD

"To say that everything is permitted is to understand that we are the architects of our actions and that we must live with their consequences, whether glorious or tragic."

- Ezio Auditore

The Assassins are an ancient worldwide secret organization dedicated to preserving mankind's freedom of choice. They believe that only free will can ensure the betterment of humanity, as it allows for the birth of new ideas and innovations through trial and error.

To reach their lofty goal, they stand up for the oppressed, eliminating in secrecy any tyrant and dictator threatening the freedom of the people. This ideology and modus operandi set them in direct opposition with a powerful mirror organization throughout their long history — the Templars, who believe that the only way to ensure the survival of humanity is to save it from itself, removing free will.

The Brotherhood's ideals were born in ancient times, supposedly in Greece. Their first incarnation — the Hidden Ones — was established in Egypt at the end of the Ptolemaic Kingdom.

THIS IS YOUR ASSASSIN'S CREED

"To say that nothing is true is to realize that the foundations of society are fragile and that we must be the shepherds of our own civilization."

- Ezio Auditore

Both the simulated and modern day worlds, where you can set your Assassin's Creed RPG adventures, are based upon the established setting and canon storyline of the original series. However, you have to think about said worlds as a reflected reality of the macrocosm depicted by the published official *Assassin's Creed*© videogames, comics, and novels. The world is yours to customize, adjust, and rewrite as you see fit, and each in-game consequence should lead to a new and unique storyline for your Brotherhood.

MODERN DAY BROTHERHOOD

"The Templars might have deeper pockets than us, but they've got no ambition, no passion, no competitive edge! That's why, even with all their resources, anything they can do, I can do better. Faster, too."

- Rebecca Crane

The modern day Brotherhood is organized into small cells of Assassins, usually located in major cities or strategic sites, but also in isolated compounds outside urban centers with more substantial Templar presence. In general, modern cells function differently than the guilds of the past and can be described as solitary units of freedom fighters training and living off the grid.

ASSASSIN TRAINING

Becoming an Assassin requires rigorous training. A vital part of an apprentice coaching is learning to observe a situation in great detail, as being well informed means being able to make the best possible decision. This is more than just watching — it means taking note of the context of a situation, absorbing as many details as possible, and collecting information via espionage.

Once the action starts, stealth and concealment are among an Assassin's greatest assets. Being able to reach a target furtively, deal with it quickly and efficiently, then slip away without anyone noticing is fundamental. Trainees practice the art of "hiding in plain sight" extensively, learning how to blend in a crowd, to move away or disappear completely.

Trainees are also taught to take advantage of shadows and find alternate ways to reach their destination. 'Freerunning' is their main asset here — an acrobatic form of movement that involves navigating fluidly across an urban or natural landscape, it involves climbing vertical surfaces such as walls, leaping horizontally or vertically, diving, vaulting, swinging from handholds, dropping, and rolling. While equipment is not required, various gear has been developed over the years to enhance an Assassin's ability. Tools such as hooked blades, whips, and the grappling hook/rope launcher extension to the Assassin's gauntlet have all been used by various Assassins to aid in their freerunning.

Finally, all apprentices undergo extensive weapons and combat training, specifically with blades. Other than the Hidden Blade, the Assassins make use of what they excel at. Unfortunately, the clandestine nature of the Brotherhood makes it difficult to instruct all trainees in the same way. Many initiates must learn what they can from fellow Assassin crew members and cell mentors, and often must do it in do-or-die circumstances.

Not all Assassins are trained to be fighters, although they all share a basic level of competence in self-defense. Initiates are often encouraged to develop their interests into strong points for the Brotherhood, for the more diverse and complementary the knowledge and specialization of the trainees, the more a group of Assassins will be helpful to the cause. Engineering, medicine, history, sleight of hand, computer hacking, or combat, everything might serve the cause at the right moment.

THE DOCTRINE

"You cannot know anything. Only suspect. You must expect to be wrong, to have overlooked something."

- Malik Al-Sayf

To help the Assassins put their philosophy into practice the Brotherhood developed a protocol, maintained by three simple rules — the Three Tenets.

I.

STAY YOUR BLADE FROM THE FLESH OF THE INNOCENT

Your goal is to ensure peace in all things. The Brotherhood believes that by assassinating evildoers and corrupted ones they will ultimately bring peace, freedom, and security to the people. Killing innocents could stir anger and dissent among those who they are supposed to save and protect.

"There is freedom, and there is the life of innocents. Both must be balanced on the scale."

- Bayek of Siwa

II.

HIDE IN PLAIN SIGHT

You must be unseen. Assassins must get close to their targets stealthily and be gone as quickly as possible in order to perform awe-inspiring killings when in public.

"Let the people mask you such that you become one with the crowd."

- Al Mualim.

III.

NEVER COMPROMISE THE BROTHERHOOD

Your actions must never bring harm to all. Should an Assassin fail in their duty and be captured or tracked down, they must avoid giving away anything that could tie them back to the Brotherhood or bring harm to any of its members.

"Its meaning should be obvious. Your actions must never bring harm upon us — direct or indirect!"

- Al Mualim chastising Altaïr Ibn-La'Ahad, 1191 CE

The Three Tenets appear simple, but in fact they present all Assassins with a complex and challenging set of ethical puzzles when they are applied to the usual methods employed by the Brotherhood.

THE TEMPLAR ORDER

"The people never have the power. Only the illusion of it. And here's the real secret: they don't want it. The responsibility is too great to bear. It's why they're so quick to fall in line as soon as someone takes charge. They want to be told what to do. They yearn for it. Little wonder, that, since all mankind was built to serve."

- Haytham Kenway

The Templar Order seeks the creation of a perfect society by imposing a rigid structure upon the world. Discipline and authority form the cornerstone of their strategy, positioning them in direct contrast with the approach of the Assassin Brotherhood. They consider free will and unbridled evolution to be detrimental and firmly believe that the world can achieve stability and peace only through their enlightened guidance.

In practical terms, the Templars support the centralized leadership of the authoritarian governments of the world, taking action to shape and control society as needed and exploiting revolts and revolutions to their advantage, like puppeteers behind a curtain.

Their ideology centers around the idea that only structure and order will allow humankind to transcend its more primitive tendencies, and that free will and autonomy leads to a chaotic, unharmonious society. Essentially, the unwashed masses cannot be trusted to govern themselves. Paradoxically, the Templars are ultimately in pursuit of peace, just like the Assassins. It is their means of achieving that goal which differ.

The Templar Order has existed under one form or another for millennia. Little is known about its history before the 5th century BCE, but archeological data seem to indicate that it rose to power in Persia, Egypt, and beyond as a secret society. Initially known to initiates as the Order of the Ancients, they started to operate openly in the Middle Ages, when the Order of the Knights Templar was recognized officially during the Council of Troyes in 1129 CE. By the end of the 13th century, the Order had been greatly weakened by the Assassin Brotherhood and their allies, until they were forced to return to anonymity after a public denunciation as heretics.

Diminished but not destroyed, the Templars continued to influence mankind from the shadows, manipulating history's most influential figures. With their help, they would carry on their age-old quest, helping humanity to reach its full potential through technical and scientific development.

MODERN DAY TEMPLARS

At the dawn of the 20th century, the Templars felt that a new era was about to begin — a time where scientific progress would not only flourish, but also quite literally change the very fabric of society. In 1910, the Order's leaders designed the Plan. Twenty-seven years later, a group of influential Templar industrialists founded Abstergo Industries, a multinational corporation that would become the public face of the Order.

For the second time in its millennia-old history, the Order was at least in some small way made public. The Templars, however, would not repeat the mistakes of the past. They determined that Abstergo would be used as a front, and take full advantage of the vast resources the company would provide, while the Templars would continue to operate behind the scene, never revealing their identity or real agenda.

Today, Abstergo Industries is one of the largest and most powerful corporations in the world.

ABSTERGO INDUSTRIES

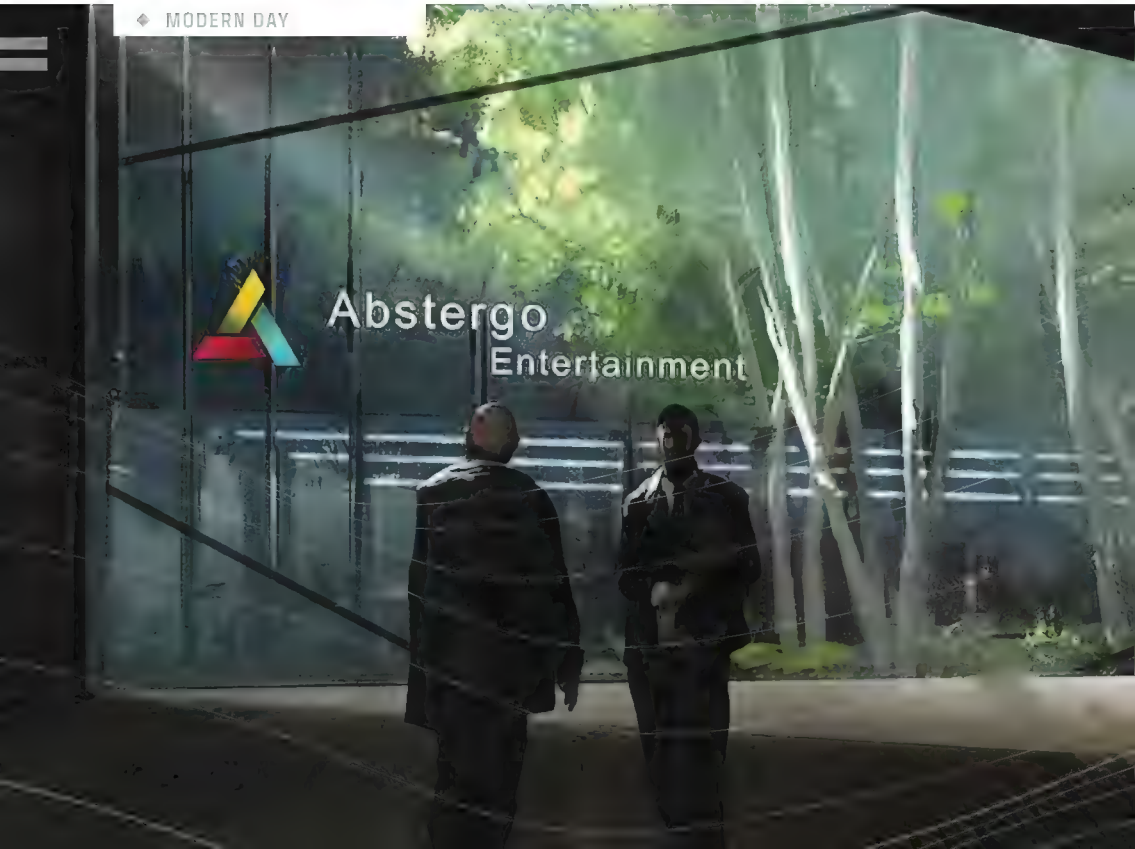
"We are committed to researching, developing, and providing high-quality products that enrich, entertain, and shape the lives of our customers. We build programs that re-examine the past, improve the present, and define the future".

- Abstergo Industries Mission Statement

In the modern day, Abstergo Industries operates within several business sectors, including pharmaceuticals and communications. The company has been responsible for the majority of corporate research and development achievements of the Western world, greatly contributing to the technological and economic advancement of humankind.

Behind the scenes, Abstergo has developed a three-part, Templar-directed initiative that non-initiate Abstergo employees are not privy to: to destroy the Assassin Brotherhood, to acquire Precursor technology, and to establish a New World Order.

To accomplish this initiative, Abstergo has spent enormous capital, investing in foreign governments and funding important corporations, quietly strengthening its influence over the dissemination of knowledge and collecting resources and data.

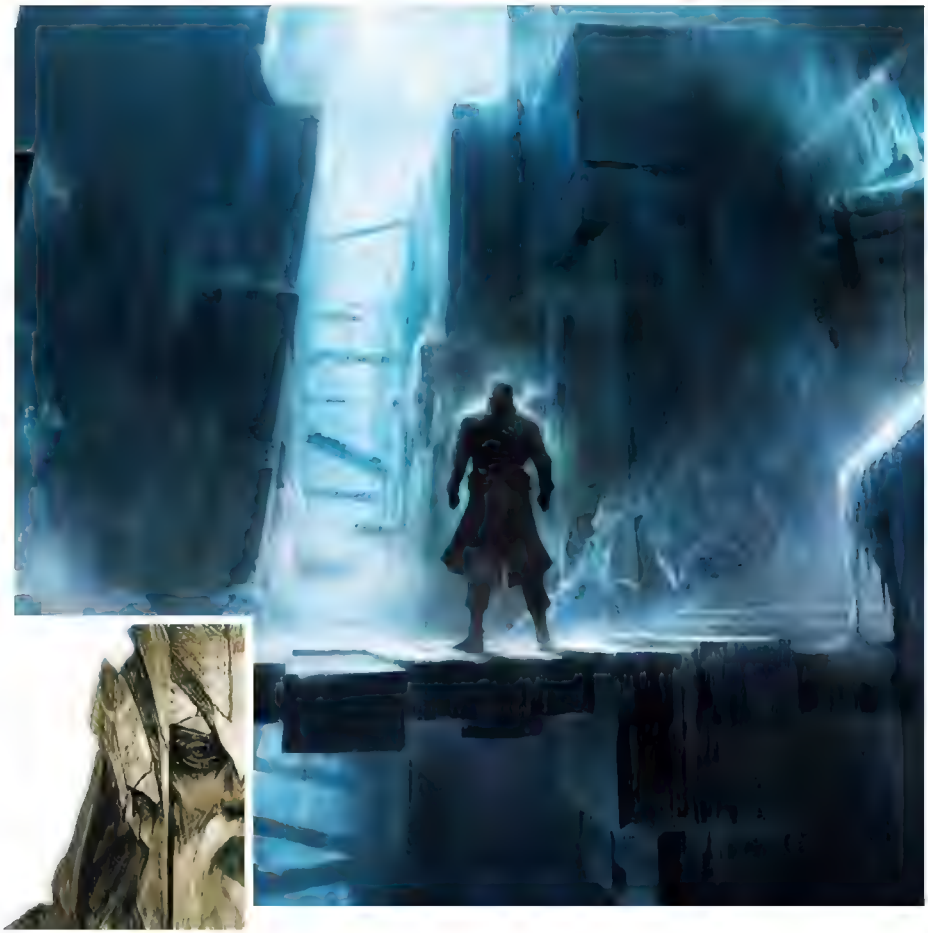


THE FIRST CIVILIZATION

"They're gifts, Mr. Miles. From those who came before."
- Dr. Warren Vidic on the Pieces of Eden, 2012

Little is known about the Isu, the Precursors, or Those Who Came Before, but their civilization spanned the entire planet before mankind even appeared. This ancient race, now extinct, was so advanced that modern day scientists — at least the few fortunate enough to have come across their technology — have not yet even begun to fathom the full extent of their function.

It is exactly the products of such technology that the Templar Order is bent on finding. In particular, they seek the artifacts known as the Pieces of Eden — incredibly complex devices that the Isu created to enforce obedience on humankind. In fact, while archeological evidence is scanty, all data gathered so far (mainly by the Templars) seem to indicate that the Precursors employed humans as slaves.



While the full and direct enslavement of humankind is not something the Templars desire, the fact that the function of most of the Pieces of Eden seems to be achieving the mental and physical control of human thoughts, emotions, and behavior, makes them an invaluable instrument towards achieving their goal of creating a society based on the choices of an enlightened few.

To find the Pieces of Eden, the Templar Order employs the Animus device developed by Abstergo Industries. By probing the past, the Templars are sure they will discover the whereabouts of these lost treasures one after the other.

ANIMUS TECHNOLOGY

Animus technology functions in much the same way a simulator/projector does. Your consciousness will tap into the genetic coding in such a way that everything will appear to all your senses as three-dimensional, putting you in the heart of the action. It's adaptive, so as the memories unfold, the "program" you experience begins to change subtly. They will appear to you as glitches and let you explore a memory much more closely.

- The Abstergo Entertainment Employee Handbook, 2014

The first Animus device was developed by Abstergo Industries between the seventies and eighties of the 20th century under the direction of Doctor Warren Vidic, one of the modern world's greatest authorities on genetic memory. The revolutionary work of Doctor Vidic was inspired partially by Precursors' technological findings, and aimed at creating an empirical way to analyze and investigate genetic memories employing virtual reality simulations.

In time, the Animus technology was refined into an accurate tool allowing its user to truly interface with history itself. As users improve their synchronization level within a simulation, the Animus allows them to delve deeper and deeper into genetic memories, unlocking secrets that would otherwise remain buried in the sands of time.

But the Order found other uses for Doctor Vidic' breakthrough technology. The Templars first developed the Animi Training Program, an initiative employing the virtual experience simulator to train selected Abstergo employees to better confront members of the Assassin Brotherhood. Then, Abstergo started secretly collecting genetic memories from the unknowing public through the worldwide release of an Animus entertainment console capable of stealing data from the genetic memory of users and storing it for potential use.

LOADING
TIMESCAPE ANALYSIS
PROGRAM

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"We are what we choose to be."

- Altaïr Ibn-La'Ahad

SECTION 2-0

WELCOME TO THE BROTHERHOOD

I know, you probably can't wait to throw yourself headlong into an Animus simulation or jump into the void with a leap of faith from an Abstergo Industries' glass skyscraper, clutching the file that has just cost you two broken ribs and a bloody bullet in your left shoulder...

You will soon be able to do so, by playing the Introductory Session found at the end of this booklet. However, you must first take a moment to choose a *Character File Folio* to use in this tutorial.

This Animus Training Program provides 5 Character File Folio, character summary sheets featuring 5 modern day characters and their virtual reality Witness counterparts. These folios are designed to help you get acquainted with the game rules and learn about the full potential of a Player Character in the AC RPG (the complete *Assassin's Creed - Animus Handbook* allows you to create your own Descendant, choosing all of their aspects and features).

Simulation Sequence
(see Introductory Session on page 86)

NOTE: *If there are less than 5 Players at your table (Reader excluded), make sure 1 of you selects the Character File Folio for Philip J. Gallagher, whose Witness is the designated Ancestor of the included* **Simulation Sequence**.

PLAYER CHARACTER FILES

"Our DNA functions as an archive. It contains not only genetic instructions passed down from previous generations, but memories as well. The memories of our ancestors."

- Warren Vidic

Members of the Assassin Brotherhood must have the guts and bravado to elevate themselves from their mundane condition and face the Templar Order, a monster capable of growing back two heads every time one is cut off, soldiering on through uncountable dangers that would defeat most. That's precisely the type of character you're going to play. They're unique individuals capable of extraordinary feats and willing to put their lives on the line for the greater good.

The descriptive traits and qualities of your Descendant are summarized in a Player Character File — a Descendant File to be precise, as it describes your modern day Player Character (when it is used to record your Ancestor or Echo characters you use a **Witness File** instead).

Witness File (see page 48).

> A POWERFUL BLOODLINE

"Why do we have these gifts, these abilities? Because it's in our blood! [...] The seeds were planted as two worlds became one. Behold the Assassins, the children of two worlds!"

- Clay Kaczmarek (Subject 16), 2012

The Assassin's Creed RPG assumes that all Descendants in the game share at least part of their DNA with the Precursors themselves, a heritage allowing them to learn and use superior abilities such as **Eagle Sense** or **Eagle Vision**.

Eagle Sense or **Eagle Vision** (see Character File Folios, page 111).

IDENTITY: This is your character's name, including any applicable title, and their age in the current year (2016).

DESCRIPTION: A short biographical note, summarizing the main elements that describe a character's role in the world (or Time Frame, in the case of Witnesses).

QUOTE: Here's a brief sentence or motto, representing a character's purpose or personal drive.

APPROACH DIFFICULTY: The **Approach** Difficulty values represent how hard it is for your character to do something related to 4 different types of effort: **Action**, **Stealth**, **Wits**, and **Social**. The higher the value, the harder it is for your character to complete a task related to that Approach. Conversely, the lower the value, the more confident and efficient the character is at carrying out something. These stats come into play when you make an **Approach check** (see Approach Checks on page 60).

SNAG: You suffer a ***Snag*** whenever your character fails an **Approach check**. When this happens, you must check the Snag box on your Character File corresponding to the failed **Approach**, or another if that's already Snagged.
Snags mark your character as suffering from something hindering their actions, possibly injuries or other sources of discomfort. In fact, characters already showing a full complement of 4 Snags and failing an Approach check become **Broken** (see page 64)

TRAITS: Traits are 2 descriptive elements that better define who your character is. These refer most likely to your character's profession or training, a physical advantage, a strong passion or talent, but also an emotional aspect or unusual quirk.

HINDRANCE: A Hindrance is a descriptive element that sometimes may turn into a real problem for your character or crew mates. It can be anything from a simple oddity of behavior to a rigid code of conduct. For example, an overwhelming sense of justice that pushes you to make things right at any cost, or the need to have control on anything and not tolerate the unexpected. Whatever your character's Hindrance is, you don't have to treat it necessarily as a flaw, but rather as that aspect of their personality that may create problems when they lose control over it.

LANGUAGES: The languages your PC can speak, read, or understand are listed here.

NOTEPAD: Use this space to write down anything that can help you remember details in game, for example, the names of people and places, temporary gear, and any other useful data.

ANCESTORS: Here you place your Ancestors' Files when playing in the modern day and register the name of your Descendant's known Ancestors.

GEAR: These 6 slots contain your character's equipment, including your Signature Gear (see below).

SIGNATURE GEAR: These are the 2 items of your Gear that most distinguish your character, items that may be defined as iconic of their person: the briar-root fountain pen they use to sign all important contracts, the Swiss army knife their mentor gave them during their first years as a boy scout, the lucky Spanish doubloon that has been handed down from parent to first-born in their family, the pair of augmented reality sunglasses they developed with their startup, etc.

CREED AND HELIX SYMBOLS

A symbol listed next to a gaming element (a trait or special gear) indicates a feature of your character that can be invoked during the game to increase your chances of success when making an **Approach check**.

Approach check (see page 60).

The next to your Hindrance indicates that once during each Sequence, you can bring into play your Witness' Hindrance to advance your Sync level during a Simulation, or your **Descendant's Hindrance** to advance your Bleed level in the modern day.

Hindrance (see page 71).

The same icon next to your character's Sync and Bleed tracks indicates that an advancement can be triggered by your character's Hindrance or by the achievement of a **Sequence's Key Objective**.

Sequence's Key Objective (see page 90).

XP: When you play the complete game, or use the XP boxes to keep track of the Experience level of your Descendant.

SYNC AND BLEED ADVANCEMENT BOXES: The Sync and Bleed level of your characters advance during the game, gaining you Extra Dice at each step, and activating Skills at determined steps (see page xx).
You keep track of your available Extra Dice by flagging the Creed symbol inside an Advancement Box. Once you spend a die, flag the Abstergo symbol instead.
If you own multiple dice sets, you can instead place a die in the Advancement Box whenever you reach a new level.

PIECES OF EDEN: Here you place any Piece of Eden cards in your possession and register their names.

WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
85%
QUICK THINKER
When you make a Reaction check, you can consider up to 2 Wits results as an additional match each.
NATURAL BORN FIGHTER
Whenever you make an Action check during combat, you have 1 Free Raise.
PIECES OF EDEN

WITNESS FILES

As explained before, when your Descendants connect to the Animus, they are no longer fully themselves. They are synchronizing themselves with someone else's memories, shedding their modern day selves to adopt the identity of others.

In game terms, when you enter a Simulation, you must replace the characteristics shown on your Descendant File with those of the Witness you will be playing in the Animus Sequence, be it either an Ancestor related to you by blood or an Echo.

Doing it is simple. The Animi Network Deck contains 87 cards describing Witnesses to be used when playing Simulation Sequences taking place in each Time Frame explored in the game. These cards are meant to be overlayed on your Descendant File (the Animi Network Deck is also available in digital form in the free official Assassin's Creed RPG App). All Character File Folios included in the **Appendix** (see page 111) are designed to present two versions of each Character File, one for modern day and one for Simulation.

THE FOUR APPROACHES

"There is no time. I will have to chance direct approach. I see no other choice."
- Connor Kenway

The next pages go into more details about your character's main features: the 4 **Approaches**, offering a number of examples to help you and the Reader choose the most appropriate attribute when making **Approach checks**.

Approach checks
(see page 60).

ACTION

The **Action** **Approach** is best suited when quick reflexes and cold blood are key, and the best solution to a problem is to intervene openly and quickly, even if this means to expose oneself directly to threats and dangers.

Fighting, driving cars through narrow alleys, running at breakneck speed on rooftops, being exposed to extreme temperatures or physical effort, etc.

THIAGO (THE READER): *[...] your pursuers manage to get on the subway train and are hot on your heels, their guns drawn. However, the train is going too fast and begins to swing sideways, generating a shower of sparks as the metal screeches loudly. One of the pursuers loses his footing and falls, while the others are busy trying not do the same, giving you an opportunity to act...*

CHRIS (JACOB FRYE, ANCESTOR): *Perfect! I pounce at the closest opponent first. Then, cane in hand and hidden blade drawn, I try to overwhelm them all before they can get their act together...*

◆ INDUSTRIAL REVOLUTION

STEALTH

The **Stealth** **Approach** describes a course of action in which acting furtively and covertly is key, and the main objective is to avoid making noise, be seen, or leave a trace of your passage.

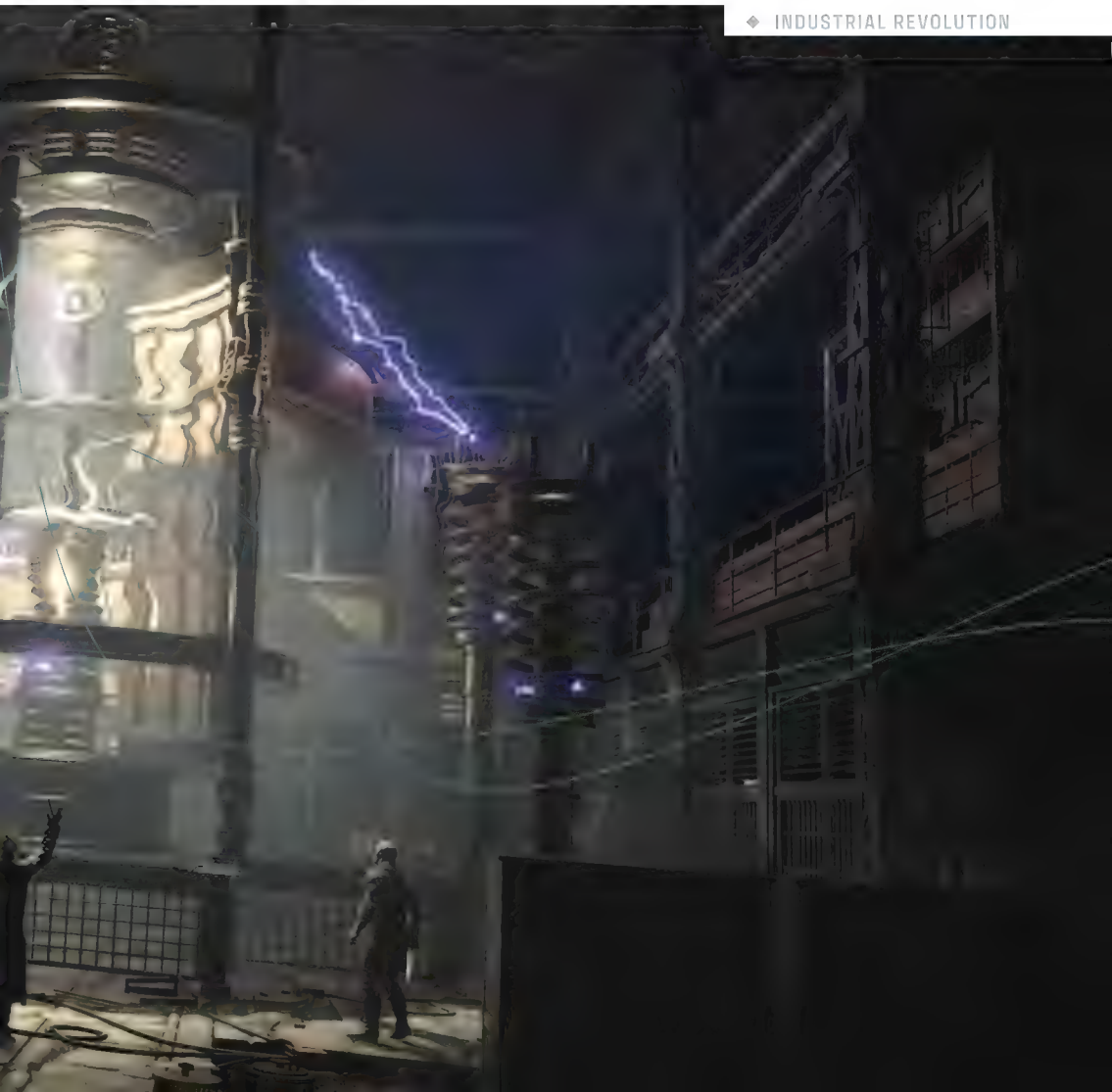
Dodging the laser beams of a security system, stealing a badge from a passing janitor, sneaking into a guarded entrance, hiding from sentries, using the Hidden Blade on an unaware target, etc.

ANDREA (THE READER): *[...] you've followed the templar's tracks through the long secret passage, and you see in the room Sir David Brewster operating a machine in an attempt to charge and activate a piece of Eden.*

LUIZ (EVIE FRYE, ANCESTOR): *I will be silent as a cat, sneaking up behind their back. Is there a scaffolding above the machine or another suitable, elevated position?*

ANDREA (THE READER): *Yes. You can see an intricate metal framework right above it.*

LUIZ (EVIE FRYE, ANCESTOR): *Good. I sneak out from the shadows and climb the wall to reach the balcony above the scientist.*



WITS

The **Wits Approach** describes a course of action in which cleverness and perception are key, and achieving the main objective requires mental sharpness and focus or possessing a specific expertise.

Analyzing the scene of a crime, bringing specific ancient knowledge to mind, searching for a secret door, sabotaging a truck engine, etc.

MAX (THE READER): *You're on the top of the building and can scan the entire Notre-Dame Square and the guillotine set up at its center. The Templars' plans to get rid of the king are about to unfold. Before your eyes, Louis XVI is taken from a carriage and pushed towards the guillotine. François-Thomas Germain must be down there somewhere. You have to find him and kill him.*

MATHIEU (ARNO DORIAN, ANCESTOR): *Ok, since my allies are ready, mixed in with the crowd, I'm looking for Germain's presence first, but also for any bloody guards patrolling the place. Also, I'd like to verify the presence of a clear escape route should things get ugly. In short, I'm scanning the square to the millimeter!*

◆ FRENCH REVOLUTION

SOCIAL

The **Social** **Approach** describes a course of action in which charisma and good judgment are key, and the main objective is to talk to people, whether it is to capture their attention, get something out of them, or convince them of something.

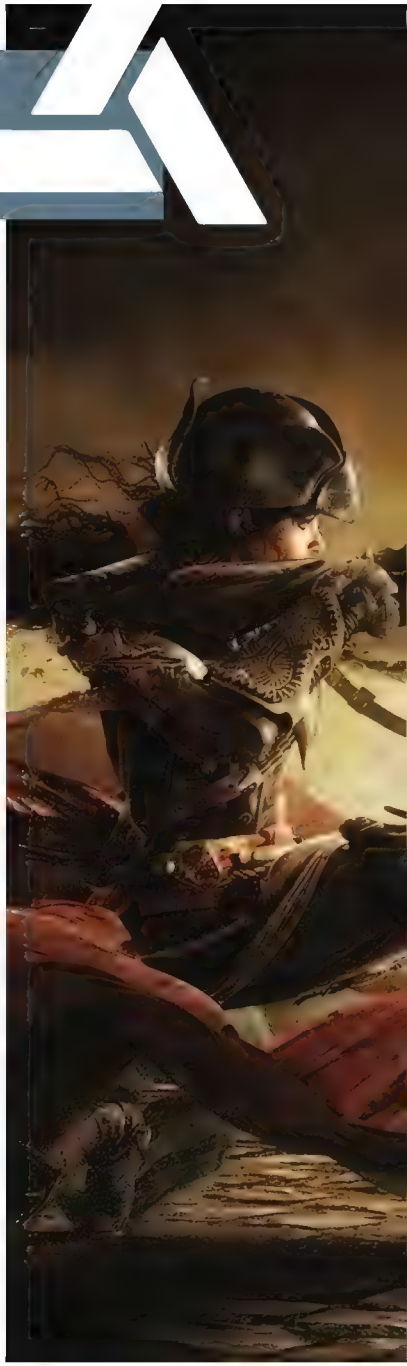
Bluffing during a high-risk deal, bringing someone to reveal precious info, entertaining an audience, inspiring a crowd to rebel against their oppressors, etc.

CLAUDIA (THE READER): *Olaf, the mercenary company's leader, welcomed you and your group with all honors, inviting you to the banquet and ensuring that your cups were always full. However, he continued to refuse to even talk about the deal you came to offer, seeming more interested in the men playing orlog in the hall, commenting on almost each single die roll.*

ANTONIO (EIVOR, ANCESTOR): *Eivor downs the last drink and stands up, banging her fists on the table next to the chief. She loudly yells that she's challenging Olaf to an orlog match! My intention is to create a situation where Olaf can let his guard down and let me talk during the game about the deal we came here to make.*

SECTION 3-D

THE MATCH SYSTEM



"I seek liberty and freedom, not for myself, but for those to whom such fundamental rights are denied. I am their shield, their sword and their only hope.."

- Aveline de Grandpré

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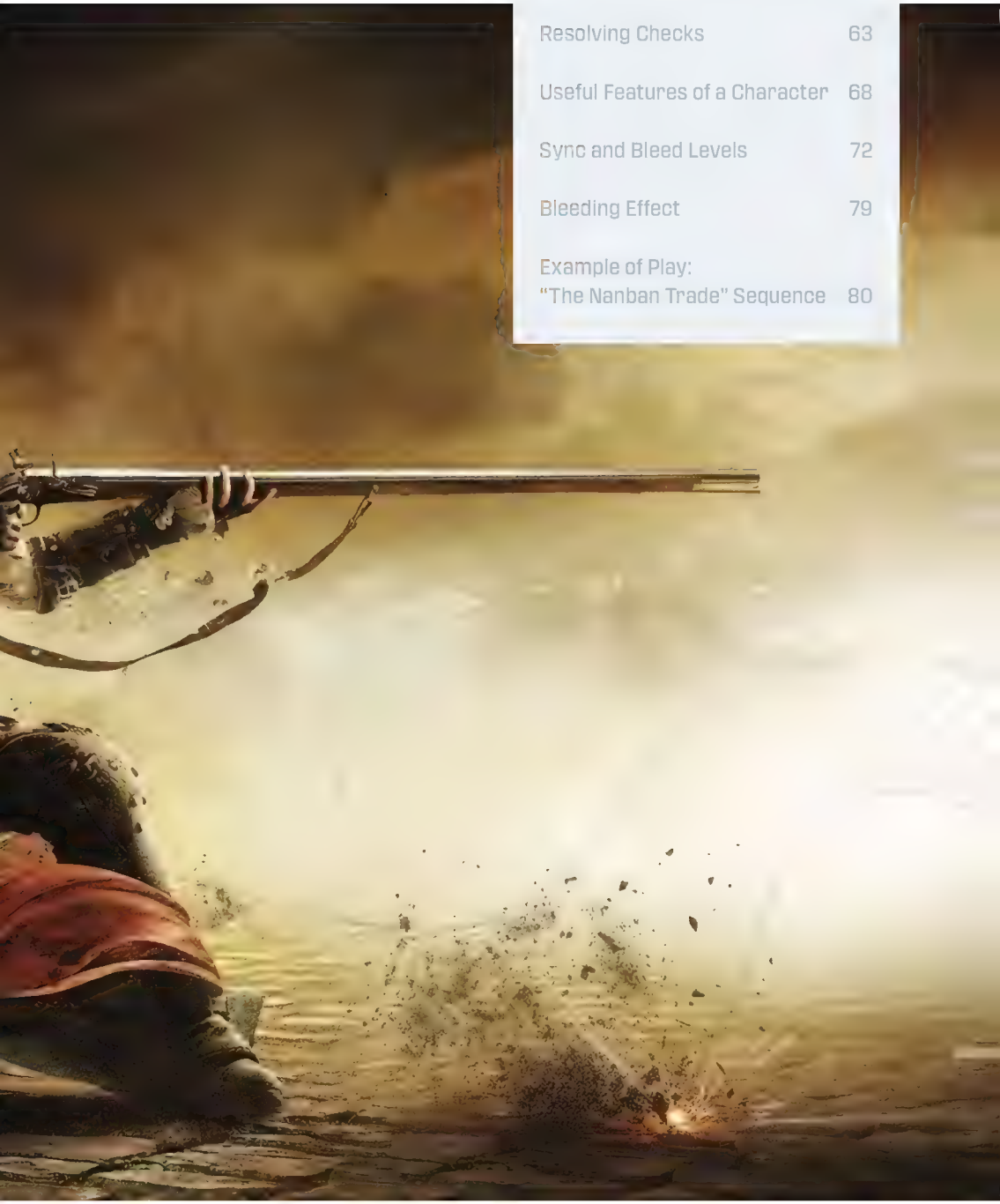

The Match System relies on a custom set of 6-sided dice. Each of the 6 sides feature a different symbol (or icon). 4 sides show the symbols of the 4 characters' Approaches, while the remaining 2 sides show the **Abstergo** and **Creed** icons.

If you don't have access to the Assassin's Creed RPG custom dice set, you can use the *custom dice roller* included in the free Assassin's Creed RPG App.

Otherwise, you can use regular 6-sided dice, considering each numerical result to correspond to an icon as indicated below.

APPROACH CHECKS

See **Structure of the Game**, page 22

As **explained previously**, when the consequences of your actions during a Scene are not easily adjudicated by the Reader, you may need to make an **Approach check**.

In the Assassin's Creed RPG, this happens especially when you are facing a **Challenge**, a critical situation that you must face to achieve a **Key Objective** during a Sequence.

Whatever the reason why an Approach check is required, to resolve it apply the following steps:

1. Establish which **Approach Difficulty** to take into consideration, among **Action**, **Stealth**, **Wits**, and **Social**.
2. Then, roll the ***6 Assassin's Creed dice***.
3. After the roll, if you have any available **Extra Dice** you can decide to roll 1 or more of them, adding their results to the overall result of the roll.

Usually, the intent behind your actions and the circumstances causing the **Approach check** in the first place should make the decision simple enough.

For example, the act of attacking an enemy guard to take them out, with no additional descriptive element, could be intended as an **Action Approach** as well as a **Stealth Approach**. In this case, the question you should ask yourself should be about your primary intent. Are you trying to eliminate the guard at all costs without worrying about any consequences and then be ready to use your machine gun and blow up the whole room? Or would you prefer to take out the guard silently, without being spotted or attracting the attention of nearby patrols? In the first case, you are tackling the Scene with an **Action Approach**. In the second, a **Stealth Approach** would be more appropriate.

In the (rare) case of indecision, we suggest discussing the matter with the Reader and the other players to reach a mutual decision. If that doesn't solve the dispute, the Reader must adjudicate, trying to consider all elements at play.

But remember, you don't need to make an **Approach check** every time you do or say something during a Scene. You should roll only when something seriously challenges your abilities and training.

◆ ANCIENT GREECE

REACTION CHECKS

A **Reaction check** is an **Approach check** that is prompted by an unexpected threat described by the Reader that risks jeopardizing your current circumstances.

For example, a speeding car emerges from a tight turn threatening to hit you, a guard stops you asking for papers you don't possess, an alarm starts a countdown that threatens to lock a door unless you enter a code on a pad.

When such a threat emerges, you are always entitled to make a **Reaction check**, with the goal of neutralizing or minimizing the effects of the menace. Just like any other **Approach check**, a **Reaction check** is resolved employing any applicable features or Skills you possess normally, and you are free to choose the Approach you consider most appropriate. Once again, the current circumstances should make the decision simple enough.

See **Setbacks** on page 65.

Yet, given the sudden and unexpected nature of the threat prompting the **Reaction check**, you are forced to act on the spot from a disadvantaged position. In game terms, if you roll 1 or more **Abstergo** results, a **Setback** occurs regardless of whether the outcome was a success or a failure, and your Approach was Snagged or not.

◆ INDUSTRIAL REVOLUTION

RESOLVING CHECKS

To resolve an **Approach check**, you roll your Approach Pool and look for dice results showing the icon corresponding to the **Approach** selected for the check. For example, if you are attempting a **Stealth Approach check**, you look for dice results showing the **Stealth icon**.

Dice results showing the required icon are called **matches**. For a check to be considered successful, you must obtain a number of matches **equal to or higher than** the Approach Difficulty set for the roll.

More specifically, when you make an **Approach check**, you might obtain a number of different results, ranging from a success to a failure, and including unexpected Setbacks.

- **Success.** If the number of matches you got on your roll **is equal** to your Approach Difficulty, you succeed, reaping the benefits of your success.
- **Success with Raise.** If your successful roll produced matches **in excess** of your Difficulty you may be granted a **Free Raise**.

See **Free Raises** on page 67.

- **Failure.** If the number of matches **is lower** than your Approach Difficulty, you fail and you must flag the **Snag** box corresponding to the Approach you just used. If it is already Snagged, you must choose another unmarked Approach. If all your Approaches are already Snagged, you are now **Broken**.

Broken
(see Snags, page 64).

Setback! If your Approach is **Snagged** and you rolled 1 or more **Abstergo** results, a **Setback** occurs regardless of whether the outcome was a success or a failure.

See **Setbacks** on page 65.

SNAGS

As indicated on the previous page, if you make an Approach check and fail, you must **flag** the Snag box on your character File that corresponds to the failed Approach or a different one at your choice in case that one is already flagged.

A Snag indicates a source of discomfort, harm, or even an injury, that **actively hinders** you whenever you do something requiring a check using a flagged Approach. For example, a Snagged **Wits** Approach may indicate a concussion, while a Snagged **Social** Approach may indicate a black eye, or simply a particularly unkempt and disheveled look.

> BROKEN CHARACTERS

Should you ever accumulate a Snag in each of the 4 Approaches and fail on an Approach check you become **Broken**:

> If you're playing a Modern Day Sequence, you are knocked unconscious, incapacitated or stunned, or similarly taken out of the picture. You are at the mercy of your enemies, unless your fellow crewmates can help you or take you to a safe place.

> If you are playing a Simulation Sequence (especially as an Ancestor), the Reader must determine if an occurrence similar to what described above is compatible with the memory fragment being played, or if you momentarily fall **out of sync**. In this case, you leave the Scene and come back with a Sync level lowered by 1 step at the beginning of the next Scene.

Out of sync
(see Desynchronization, on page 78).

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The rules to recover from Snags will be described in the full release corebook

SETBACKS

As indicated on page 63, whenever you roll 1 or more **Abstergo** results on a Snagged Approach check or on a **Reaction** check, the outcome of your action is influenced by an unexpected narrative Setback. It doesn't matter whether the check was successful or not — You succeed **but** something unexpected happens, or you fail **and** something unexpected happens.

The number of **Abstergo** results rolled determines the level of complexity, risk, or threat of the Setback, differentiating the results into **minor** or **major** Setbacks.

> If you roll 1 or 2 **Abstergo** results you trigger a **minor Setback**.

> If you roll 3 or more **Abstergo** results you trigger a **major Setback**.

The main difference between a minor and a major Setback is primarily their narrative impact on a Scene. Minor Setbacks inflict lesser disadvantages on 1 or more characters. They're narrative obstacles that can temporarily push away an objective. Major Setbacks introduce more dramatic consequences or greater disadvantages that can significantly alter the current Scene.

NOTE: *The Introductory Session starting on page 86 includes many Setback examples.*

◆ AMERICAN REVOLUTIONARY WAR

CALLING RAISES

Your Approach Difficulty values represent how hard it is for you to accomplish an action under most circumstances. At times, the Reader may consider that what you describe as your Approach to a situation warrants for a tougher opposition.

> In game terms, when a situation is easier said than done, the Reader may **call a Raise**, and increase your Approach Difficulty by 1 before rolling the dice, or rarely by 2, if the circumstances pose an even tougher challenge.

Calling a Raise may happen either because the Reader considers that what you are describing is *particularly difficult or complex*, or because you *voluntarily raised the stakes* to gain an additional advantage over a standard roll. In the latter case, you must clearly state what additional benefit the Raise will grant you in the case of a success.

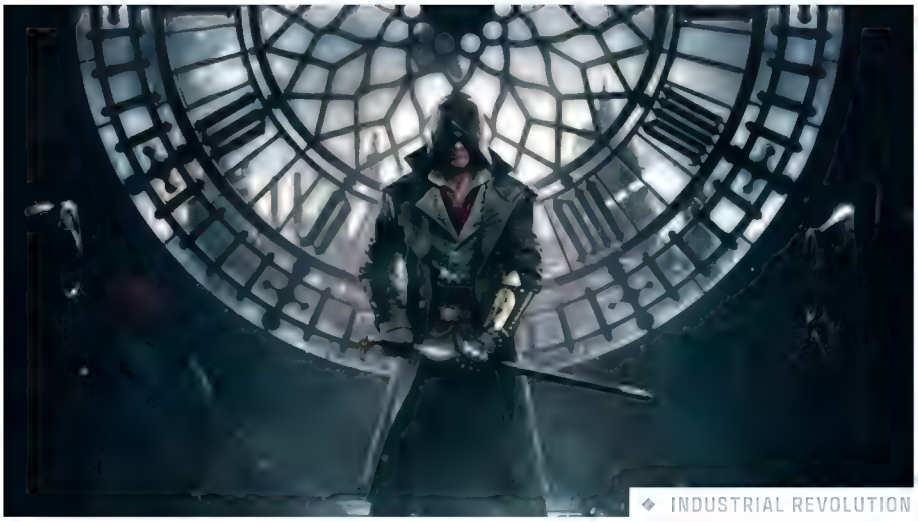
EXAMPLES OF RAISES INCLUDE: Trying to seduce a senator who's a veteran of diplomatic struggles, and can see most flirting tactics from a mile away; attempting to open a bank's safe but it's a very recent model, proving to be a tough challenge for your skill as a burglar; extract information from an individual making conversation during a party, while registering the activity of patrols around the building.

RICKY (DESCENDANT): *I want to take out that guard before the alarm goes off. Reader, is it possible to hit her without her uniform getting dirty? It could come in handy for me later.*

JULIA (THE READER): *Sure, just know that it will require 1* ***Raise****.*

RICKY (DESCENDANT): *Perfect. Then, I'll try!*

JULIA (THE READER): *You have an* **Action** *Difficulty of 2, so your Raised* ***Approach*** *Difficulty for the check becomes 3.*



◆ INDUSTRIAL REVOLUTION

> FREE RAISE

A **Free Raise** may happen after a particularly successful roll, when you obtain at least 2 matches in excess of those required by an Approach check (including any Raises).

> You get 1 Free Raise for each 2 matches in excess of the required ones.

When you score such a roll, you gain an unexpected advantage in addition to the already positive outcome of the roll. You are free to suggest what it is in terms of fiction, or you can ask the Reader to determine it based on the current circumstance. In any case, the advantage gained may not exceed one that would have required 1 **Raise** before the roll was made.

NOTE: *It is possible to get multiple Raises during a single Approach check, by combining the various methods. For example, an Approach check could see its Difficulty raised by 2 because the described course of action was deemed very hard by the Reader, and the player voluntarily raised the stakes by asking for an additional advantage, and it may result in an additional Free Raise if the result of the roll exceeded the increased Difficulty by 2 matches.*

RICKY (DESCENDANT): *Because it's raining, you raised by 1 my Approach Difficulty of 2. I got 3* **Action** *matches and 2 Creed results. Since I previously activated my Signature Crossbow, the Ol' Betsy, and my Marksman Trait, they both count as a match! So, 5 matches, right?*

JULIA (THE READER): *Perfect. So, you have 2 extra matches, matching the difficulty and scoring an additional Free Raise!*

USEFUL FEATURES OF A CHARACTER

The vast majority of elements featured on a Descendant or Witness File do not simply have a descriptive purpose. They can be used to effectively modify your chances to succeed in your actions and thus achieve your goals.

These elements are collectively called **Features**, and they can be *activated* to gain different benefits during an Approach check or even to influence your **Sync or Bleed levels**.

Sync or Bleed levels (see page 72).

> The way you can bring your Features into play is simple. All you need to do is choose Features that seem appropriate to the situation at hand and integrate them consistently into the description of your **Approach** to the Scene.

You can insert a Feature into your descriptions *explicitly* as well as *implicitly*, as you prefer or as it suits your playing style.

For example, you can activate your character's Agile Trait implicitly, simply by saying that you *"crawl nimbly to sneak behind the bandit"*. Otherwise, you can refer to your character's Trait directly instead, by saying that *"my character is Agile and sneaks behind some crates."*

Both descriptions above are acceptable as long as they're consistent with the Scene being played. The important thing is that all players at the table feel at ease, being free to describe their characters' moves in the way they feel comfortable with.

ACTIVATING YOUR FEATURES

This section presents the different types of Features you can use in game, how you can activate them, and the effects of their activation.

A character's name, description, and known languages are self-explanatory and do not need specific rules to explain their usefulness in roleplaying terms. Knowledge of a foreign language may allow a Descendant to read a document, while the good looks of another may easily grant them access to an exclusive party. The use of a character's Quote, Gear, Signature Gear, Traits, and Hindrance are instead detailed in the following paragraphs.

> QUOTE

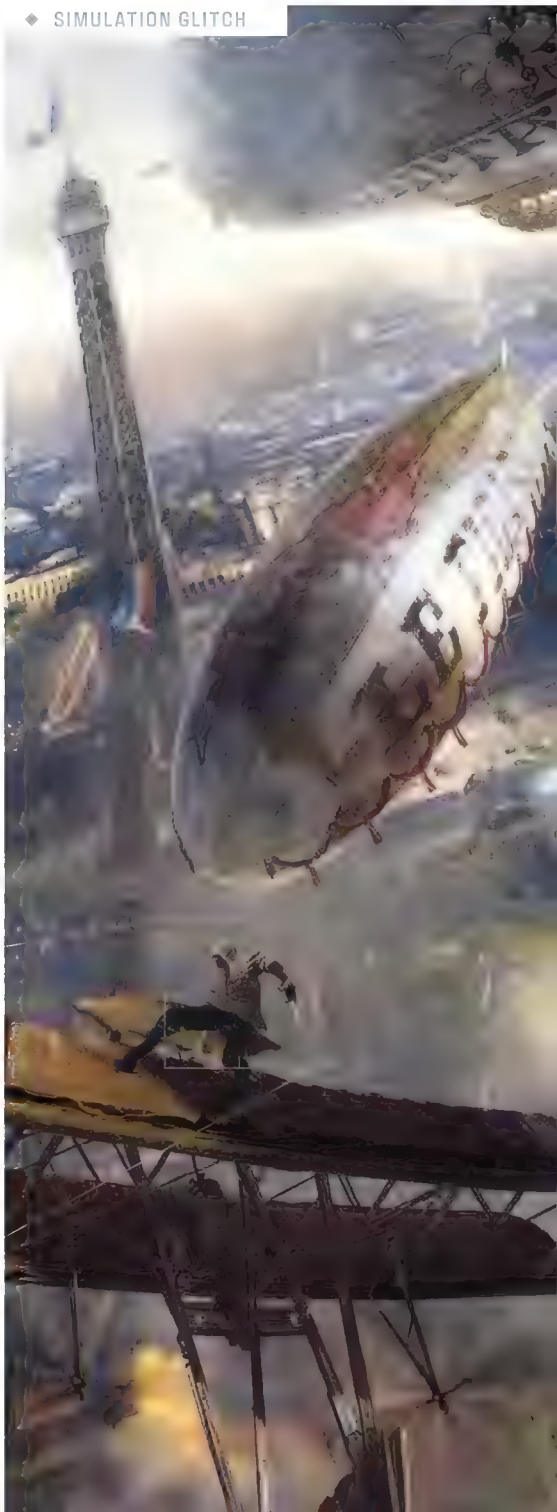
You can activate your character's Quote Feature once during each Sequence to regain 1 spent Extra Die.

To activate your Quote, you should take an action embodying the significance of your Quote, or have your character pronounce the Quote verbatim at the right moment, in a suitable situation.

CONSISTENCY

The activation of Features is limited by fictional consistency. To be activated, Features must feel plausible and make sense within the Scene being played. As always, discuss it with the other players and the Reader in case of doubt.

This way, everyone is synchronized.



> GEAR

You can activate an item of Gear to use it whenever appropriate, allowing you to take specific actions. For example, a revolver allows you to shoot at your enemies, while you can use a lighter to set fire to a tent or approach someone at a bus stop by offering to light up their cigarette.

EMPTY GEAR SLOTS

If the Reader agrees, you can fill an empty Gear slot in your Descendant File at any time, on the go, with an item of your choice that you could reasonably possess or be able to retrieve at a moment's notice.

CHANGING GEAR AND TEMPORARY ITEMS

At the beginning of each new Sequence, you can change any ordinary item in your possession (not Signature Gear items) with different ones, following the usual consistency rules.

Additionally, if the Reader agrees, you can pick up items found in a location without considering them as part of your Gear. Such items are temporary and can be used only until the end of the current Sequence or until you get rid of them. As usual, adding a piece of temporary Gear must be done with coherency and common sense.

> SIGNATURE GEAR AND TRAITS

Before you make an **Approach check** you can activate 1 or more of your Traits as well as 1 or more of your Signature Gear items, to consider 1 **Creed** result for each activated Trait or Signature Gear as a match.

NOTE: *Each Signature Gear item also counts as a Gear item for the purpose of its general usability in game as described above.*

> HINDRANCE

See **Sync and Bleed level**, page 72

You can activate your character's Hindrance to advance your current **Witness' Sync level or Descendant's Bleed level** by 1 step.

To insert your character's Hindrance into the narration, you must explain how it creates an unexpected obstacle for you or the whole Crew in the Scene. For example, you could activate Ezio Auditore's *Justice* Hindrance describing how, during a secret mission, you reveal your presence to the enemy to stop the execution of an innocent.

SYNC AND BLEED LEVELS

"You've picked up every single one of Ezio's skills. The adoption rate is fantastic. Another day or two and we'll be done."

- Lucy Stillman to Desmond Miles

The **Sync** and **Bleed** levels of your character represent respectively how much your Witness is synchronized with an ancestral memory when in the Animus and how much your modern day Descendant is benefitting from the *bleeding effect* that allows a Descendant to develop in real life the skills of an Ancestor whose memories they explored.

> The Sync level of all Witnesses advances by 1 step every time they complete a **Key Objective** during a Simulation Sequence.

> Similarly, their Bleed level advances when the Descendants complete a **Key Objective** during a Modern Day Sequence.

Sync and Bleed levels have 6 steps, marked as 25%, 40%, 55%, 70%, 85%, and 100%. You record your current Bleed or Sync level by marking the appropriate box on your Character File with a pencil.

KEY OBJECTIVES

Each Sequence presents 1 or more goals for the characters to achieve. These can be created by the Reader or be listed in the text of a prewritten adventure. See page 96 for details.

If you have a complete Assassin's Creed dice set available, you can use Extra Dice to record your Sync and Bleed level as explained on page 75 (Keeping Track Of Your Sync And Bleed Levels).

Characters reaching a new Sync or Bleed level gain 1 Extra Die and unlock a new Skill at intermediate steps.

- You can spend each Extra Die once during a Sequence to add it to an **Approach check** after a roll (but you must choose how many Extra Dice you spend before rolling them).

- Every time you unlock a Skill card slot you can load it with 1 of your 3 selected Skill cards, each one describing a peculiar special ability of a character.

See **Activating Skill Cards**, page 76.

EXTRA DICE

Extra Dice are an additional resource allowing you to enhance your chances of success during a check. As previously explained, you receive Extra Dice when you advance your Sync or Bleed level.

Whenever you make an Approach check, after you have seen its result you can roll a number of Extra Dice, taking them from those available to you. You must choose how many to spend before you roll them all at once.

Used Extra Dice are considered spent and cannot be rolled again until the following Sequence (Extra Dice continue to be considered spent also if two Sequences are considered by the Reader to directly follow one another, as part of the same narrative).

The way Extra Dice work in a Simulation or Modern Day Sequence differ slightly.

> SIMULATION EXTRA DICE

In a Simulation, spending Extra Dice represents the Animus device actively correcting the Sequence to align with the actual course of events as recorded in the genetic memory.

> In game terms, the use of Extra Dice during a Simulation follows precisely the rules described above.

The use of Extra Dice during a Modern Day Sequence requires a number of specifications instead.

> MODERN DAY EXTRA DICE

In a Modern Day Sequence, spending Extra Dice represents how you exploit your Ancestors' memory through the *bleeding effect (see page 79)*. The *bleeding effect* causes your Ancestor's genetic memories to overlap your own, allowing you to temporarily absorb their capabilities, expanding yours dramatically and thus increasing your chances of facing tough challenges.

- In game terms, in order to spend Extra Dice in a Modern Day Sequence you must activate one of your Ancestors' Features, choosing among their Traits, Signature Gear, and Quote, in the same way you activate those of your Descendant.

- If you activate a Trait or Signature Gear, you additionally consider one related **Creed** result as a match.

KEEPING TRACK OF YOUR SYNC AND BLEED LEVELS

To mark an Extra Die as available, place it on the bar in the center of your Descendant File with the **Creed** side up. Once you spend it, you can put it back with the **Abstergo** side up instead, marking it as spent. Remember that when you activate your Quote in a Scene, you can flip back a spent die on its **Creed** side. In case you do not have access to the custom Assassin's Creed Dice Sets, you can use standard dice, or simply keep track of your Extra Dice by checking the Creed and/or **Abstergo** symbols on the Sync and Bleed level bar. .

Spending Extra Dice does not affect the benefits granted by the Sync or Bleed levels reached.

ACTIVATING SKILLS CARDS

When you advance your Sync or Bleed level onto steps 25%, 55%, and 85%, you unlock 1 of the Skill cards of your character. Once unlocked, you can load a Skill card onto your Character File and its effects become active for the rest of the game.

The effects described on each Skill card can be narrative and/or mechanical. Narrative effects introduce gameplay elements that allow your character to describe their actions taking into account specific additional abilities (e.g. Eagle Vision might allow the character to spot enemies in the area without the need for a Wits **check**). Mechanical effects instead provide gameplay elements that directly interact with **Approach checks**, allowing you to repeat a roll, to consider specific dice results as matches, and so on.

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The complete rules for Skill cards, their selection and use will be covered in the full rules for the Assassin's Creed RPG.

NOTHING IS TRUE, EVERYTHING IS PERMITTED

When you enter the Animus to experience a Simulation, you are witnessing events that have already occurred in the past and whose outcome cannot be altered. What does this mean in terms of gameplay?

Actually, it's relatively simple. In the Assassin's Creed RPG, the players are free to decide what their characters do, and thus directly influence the creation of the event they are investigating, but in the fiction, their actions are considered to exactly follow what already occurred in the past, what the players choose to do during the game is what the Witnesses they impersonate did when the original memory was first created.

The aim of entering the Animus and investigating a DNA memory is not really about discovering what happened, but how it happened. In other words, by playing out a Simulation Sequence, the players 'discover' how things went by directly making them happen.

KEY OBJECTIVES

While playing with real history is part of the charm of Assassin's Creed, it is not the goal of the game to let the players change well-known historical facts or alter events established in the game's fiction.

In practical terms, those events that must forcibly occur in the game are usually indicated as the Key Objectives of a Simulation Sequence (see page 96). If the players fail to complete such an objective or do something that would otherwise dramatically alter the course of history or the storyline of the game's lore, the Reader can choose to Desynchronize them from the Simulation.

▸▸ SYNCHRONIZATION

"Unfortunately, when we try and open the memory, your mind withdraws. You lack the confidence to step into your ancestor's body."

- Lucy Stillman

The subconscious of a modern day individual tends to reject memories that it does not remember experiencing, and thus requires gradual acclimatization. The process of easing your mind into the identity of an Ancestor is called **Synchronization**.

In game terms, each time a new Simulation Sequence begins, the participating Descendants must synchronize with the genetic memory being explored. The result of this attunement is their **starting Sync level**.

> DESYNCHRONIZATION

Just as your Crew's successful actions allow them to better Synchronize to the genetic memory they are exploring, there are adverse circumstances that can disrupt their attunement and cause them to **Desynchronize** instead.

The Desynchronization of a Witness during the Simulation Sequence occurs mainly in 3 cases:

- When the Witnesses fail to complete a Key Objective of the current Sequence.
- As a consequence of specific Setbacks or Sequence special rules.
- When your Witness becomes Broken.

When a Witness falls out of sync, you must decrease their Sync level by 1 step. Losing a Sync level makes the Witness lose all benefits granted by that level (Extra Die and Skill card).

A Witness falling to **a Sync level of 0%** desynchronizes from a Scene, glitching and intermittently disappearing from the virtual reality of the Simulation and is to be treated as Broken for the rest of the Scene. At the beginning of the next Scene, the character is back in action with a Sync level equal to 25%.

BLEEDING EFFECT

"What we're saying, Desmond, is if you're not careful, you may not need the Animus to visit with your ancestors. Which wouldn't be a bad thing assuming you could control it. Up until now, though, no one has."

- Shaun Hastings

The bleeding effect is a psychosomatic condition brought on by prolonged exposure to the Animus device. When uncontrolled, the condition causes vivid hallucinations related to those memories that an individual has explored. Despite its potential dangers, both Assassins and Templars have experimented with the bleeding effect to benefit from a number of positive side effects. In particular, the unlocking of a subject's genetic potential and the adoption of an Ancestor's abilities.

> In game terms, each time a new Modern Day Sequence begins, the participating Descendants display a **starting Bleed level** equal to their current **Experience level**.

BLEED LEVEL ADVANCEMENT

0%: You start the Modern Day Sequence of the Introductory Session from here.

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The complete rules for Extra Dice, their interaction with Experience levels and the differences between those spent in Simulation or Modern Day Sequences will be covered in the full rules for the Assassin's Creed RPG.

▶ 3 / 5 THE MATCH SYSTEM

EXAMPLE OF PLAY: "THE NANBAN TRADE" SEQUENCE

Japan, 1558. A Portuguese merchant ship is leaving the coast of the Owari province. As it often happens, the Simulation begins with a white flash and muffled sounds rising up to acquire a disarming clarity. Soon, the muted sounds become a cacophony of shouting voices, gunfire, and the clanging of blades. The information was accurate. The foreigners have the arquebuses that the Daimyo Oda Nobunaga wants.

Isa and Marcela just entered a Simulation Sequence in the Animus, with Julia as the Reader. Marcela is playing Mochizuki Chiyome, a Ninja Ancestor to her modern day character, while Isa takes the role of an Echo, the Ronin Akira.

JULIA (THE READER)**:** *The wooden deck creaks under your weight as you jump aboard, bullets hissing in the air like angry bees. Right behind the line of arquebusiers, you spot the ship's commanding officer and a young man in a gray cape running for the jolly boat. The young man looks like a priest and wears a large, gilt cross with green enamel around his neck, and is now hiding something in a sack. It's a shiny, golden box thoroughly furrowed by neat, geometric lines. That must be it, the reason why the Brotherhood has sent you to join Oda Nobunaga in this mission.*

Anyway, bullets are flying inches from your heads, so, first of all, I need a **Reaction check** *from everybody as you try not to get hit!*

Isa describes how Akira sprints to the side, raising the plated arm for protection and making their figure as elusive as possible. Marcela briefly describes how Mochizuki's Agile Trait can help her:

"Mochizuki is Agile, and rolls behind some crates before the enemies can even aim their guns at her. You learn quickly to move swiftly when you grow up poor as dirt in Nagoya..."

By doing so, Marcela activates the Agile Trait and can consider 1 **Creed** symbol as a match on her **Approach check**.

Isa and Marcela get ready to roll the dice. Based on their description, Isa must make the **Reaction check** against Akira's **Action Approach Difficulty**, while Marcela must make it against Machizuki's **Stealth Approach Difficulty**.

Isa rolls [**]**

Akira doesn't get any **Action** matches and fails in their attempt to take cover, remaining an easy target. Since the check is a failure, Akira's **Action Approach** suffers a **Snag**. Also, the roll produced an **Abstergo** result, and since it's a **Reaction** check, it triggers a minor Setback. Since Isa described her Witness using the armor to try and avoid rifle shots, the Reader decides that the item is therefore damaged and ask her to remove it from Akira's Gear.

Marcela rolls [**]**

On the other hand, Marcela is pretty lucky and Mochizuki rolls 3 **Stealth** matches and 1 **Creed** results that becomes 1 additional match thanks to the activated Agile Trait, for a total of 4 matches. Not only does Mochizuki succeed in taking cover, but also gets 2 extra matches that Marcela can spend to add a **Free Raise** to the Scene.

See **Calling Raises** on page xx.

JULIA (THE READER)**:** *Great roll! Is there a narrative advantage you'd like to insert in the Scene with the Free Raise, Marcela?*

MARCELA (MOCHIZUKI): *I'd like to end up very close to the man with the box, possibly remaining unnoticed by him. Do I recognize him? Do I know of green-crossed men in the area?*

JULIA (THE READER): *Sure! So, not everything is going smoothly. Akira is surrounded by enemies and is out of breath, possibly injured, but Mochizuki managed to find shelter right behind a crate. She also recognizes the priestly guy as João Machado, right-hand man of missionary Gaspar Vilela, veteran of the Military Order of Saint Benedict of Aviz, a Templar!*

But, back to the battle, the Arquebusiers are reloading. Your Key Objectives here are to steal the firearms cargo for Oda Nobunaga and get the Piece of Eden for the Brotherhood. How do you Approach the Scene?

ISA (AKIRA): *Time to bite the bullet! In order to maintain my cover with the Daimyo, I know we have to succeed in the assault... I guess a lot of these Portuguese will have to die. Nothing is true, everything is permitted, right? *laughs* I attack with my father's* **Katana**, *painting tragic Kanjis of crimson across the deck.*

Activating Signature Gear Family Sword to consider 1 **Creed** as a match.

MARCELA (MOCHIZUKI): *I start crawling nimbly to* **sneak behind Machado**, *silent as a snake. I want to steal the box, but also I intend to take care of Machado with my* **Assassin's blade**. *I think I am calling a* **Raise**...

Activating Trait Agile to consider 1 **Creed** as a match

Activating Signature Gear Hidden Blade to consider 1 additional **Creed** as a match

JULIA (THE READER): *Perfect. Isa, your* **Action** *check has 1 active Signature Gear. Marcela, yours is a* **Stealth** **check**, *with 1* **Raise** *then. By the way, you have 1 active Signature Gear and 1 active Trait.*

Isa (Snagged Action Difficulty 2) rolls

[ ]

Akira gets 3 matches, but also 3 **Abstergo**, triggering a major Setback as their **Action** Approach is Snagged.

Marcela (Raised Stealth Difficulty 3) rolls

[ ]

Mochizuki gets 3 matches, succeeding in her approach.

JULIA (THE READER): *Before the lifeless body of Machado hits the ground, Mochizuki already holds the golden box. It surely looks like nothing she's ever seen before, and hypnotizes the ninja for a moment. The ship's captain sees his opportunity and dives over the railing, while a last couple of gunshots accompany the gurgling of the sailors perishing under the blade of Akira. Unfortunately, despite the effectiveness of your actions, one of the dying arquebusiers manages to drag himself to a gunpowder case and throws a burning match inside it. I guess you all need to roll another* **Reaction check**...

The Reader is using the Major Setback triggered by Isa's roll, adding a narrative disadvantage that causes the players to make another **Reaction check**.

SECTION 4-0

INTRODUCTORY SESSION

SECTION CONTENT

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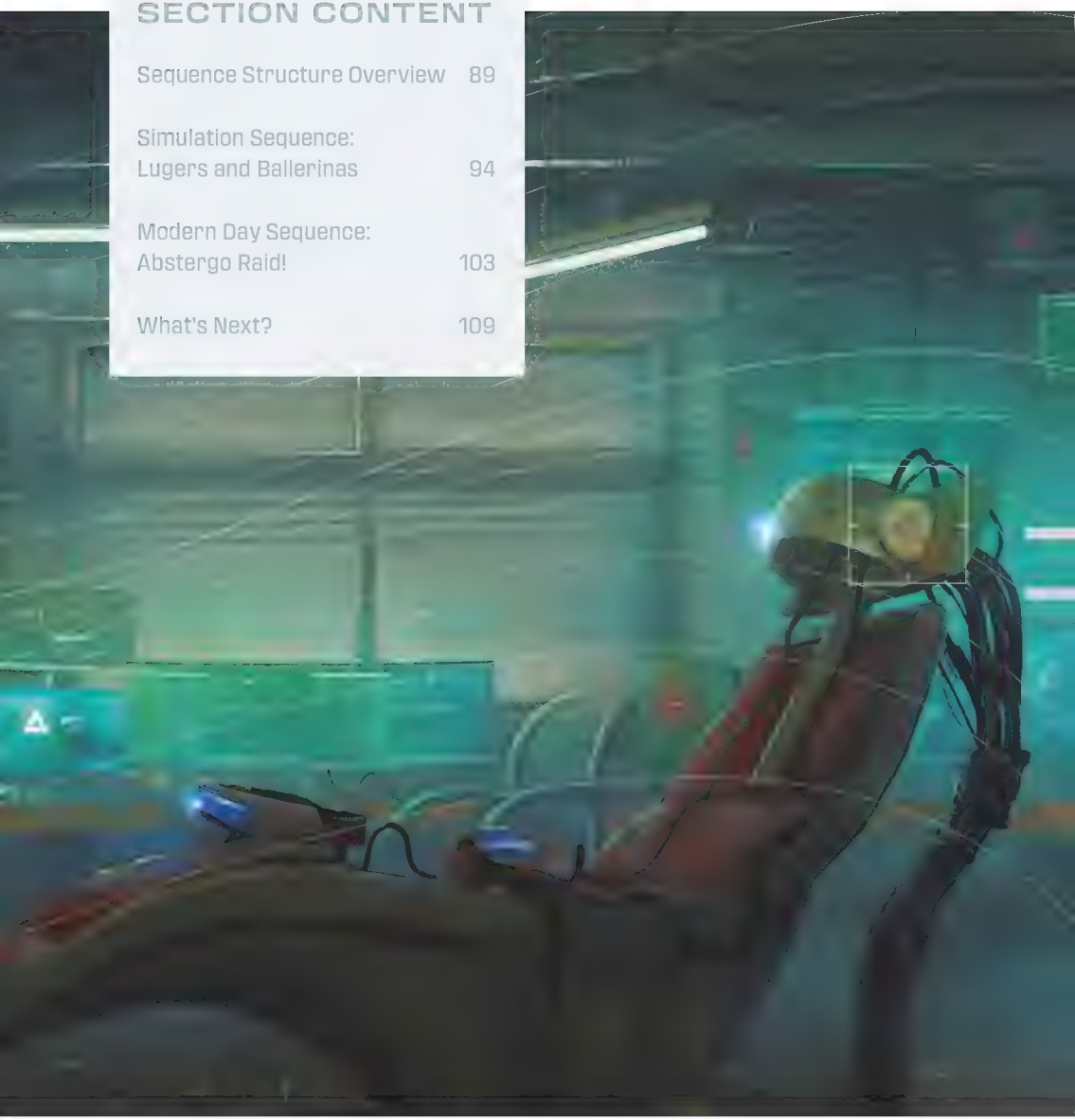


Desmond: "You seem focused."
Rebecca: "I've been busy patching new systems into Baby here. She's only gonna get better."

- Desmond Miles and Rebecca Crane

This section contains an introductory Chapter for a Crew of 2 to 5 Descendants, presented as a Simulation Sequence and a Modern Day Sequence.

It is written for the Reader's eyes only. Players reading it would spoil part of the fun for themselves. It's meant to introduce your group to the world of Assassin's Creed, while also teaching you how to run a game session as the Reader. It is highly recommended that the Reader read the entire Chapter before running it.

The Chapter is also the prologue to *The Sword of Mars*, the first campaign adventure included in the ***Assassin's Creed - Forging History book.***

◆ MODERN DAY

The introductory Chapter requires 1 of the characters to be Philip J. Gallagher (see Character File Folios), whose World War 2 Time Frame's Ancestor, Major Gallagher, was a witness to the events included in the Sequence. The rest of the Crew will enter Gallagher's genetic memory as Echoes (see Character File Folios).

SEQUENCE STRUCTURE OVERVIEW

Sequences are the fundamental blocks of every Chapter played in the game and can be compared to an episode of a TV show. Published Sequences feature a number of characteristics that will be useful for the Reader to frame the Scenes they will put their players in.

Before you embark on playing this introductory Chapter, let's see how Sequences are presented in the game in detail.

Sequences (see page xx).

MODERN DAY OR SIMULATION

Each Simulation Sequence takes place in a specific Time Frame recreated using the Animus device and is identified by a specific Date. Modern Day Sequences take place in the character's present time, the year 2016.

SEQUENCE TITLE

This is a catchy title to help you to get everyone into the right mood.

TIME FRAME

If the Sequence is a Simulation, this details the date or historical period.

LOCATION

This is the geographical area where the Sequence takes place.

STARTING SYNC

If the Sequence is a Simulation, this details the starting Sync level of the Witnesses.

DESCRIPTION

This is a brief description of the location, the current situation, and the reasons the characters are there, together with all the relevant data in their possession.

KEY OBJECTIVES

A Sequence's Key Objectives represent the goals of the characters. They are pivotal moments that provide a turning point in the Sequence. To that effect, some of them include information that is disclosed by achieving them and that further the plot.

Whenever the characters complete a Key Objective, their Bleed or Sync level advances by 1 step, based on whether it is a Modern Day or Simulation Sequence.

> SPECIAL

Some Key Objectives require special rules, representing unique and peculiar Sequence characteristics.

FAILING OBJECTIVES DURING A SIMULATION

Should the Player Characters fail a Key Objective within the Simulation, they lose 1 Sync level and the Simulation adjusts accordingly to complete the Sequence. The Reader describes any possible consequence, inserting glitches, making the Witnesses try again, or inserting whatever they find most appropriate to the Scene.

> CHALLENGES

In order to complete a Key Objective, the characters must face its Challenges. To do that, the players will have to make one or more **Approach checks**. The nature of the Challenges can vary significantly based on the choices the players make.

Approach checks (see page xx).

WEAKNESSES

Weaknesses represent 'loopholes' that the characters can exploit to their advantage to complete a Key Objective or a Challenge and are divided into minor and major Weaknesses. The main difference between the two is primarily their narrative impact on a Sequence. Minor Weaknesses generally help to overcome a single Challenge. Major Weaknesses introduce greater advantages that can help to reach a Key Objective.

The Reader should feel free to adapt the Weakness presented in the published Sequences based on the choices of the players and be ready to adopt any particularly clever solution they might propose as an improvised Weakness.

▸▸ SETBACKS

Examples of applicable Setbacks are listed for each Sequence, to be used as presented by the Reader, or as examples.

◆ MODERN DAY

NOTABLE NPCS

Sometimes, a Sequence is provided with a list of Non-Player Characters, complete with short descriptions and quotes. This information is provided to help the Reader interpret Non-Player Characters (NPCs) appropriately. Simulation Sequences often feature historical NPCs.

LINES AND VEILS

It's highly recommended to take the following quick and simple precautions to make sure every participant in the game is having a good time at the table, especially when playing sessions that might involve elements of violence, death, horror, evil, and the like (even though it's all based upon myths and pure fantasy). During Session 0 take the time to explain to the other players what Lines and Veils are so that each of them can share their own.

> **Lines:** all themes and actions that a Player would not want to ever be included in gameplay.

> **Veils:** all themes and actions whose inclusion in the gameplay a Player would be ok with, providing that their involvement remains marginal and their representation vague.

Once all the players have shared their potential Lines and Veils, it is crucial to understand that the game can start only with implicit agreement of and mutual respect for each other's Lines and Veils.

Also, it is important to understand that not every Player might want to publicly share a list of things that could make them uncomfortable, even more so if they're playing with a new or random group of players. If that's the case, we suggest using a so-called X-Card (literally, a card with an X written on it, created by John Stavropoulos), that can be put on the table within everyone's reach. Any time a Player or the Reader feels uncomfortable with a scene or topic occurring in the game, they can simply touch the X-Card and stop that part of the game, implicitly suggesting the need to replace any ongoing upsetting element with something else, with no need or obligation to give explanations to the rest of the table if they don't want to. This is a simple safety tool (many others can be easily found online) that easily and effectively makes every player at ease at the table.

READY YOUR HIDDEN BLADE

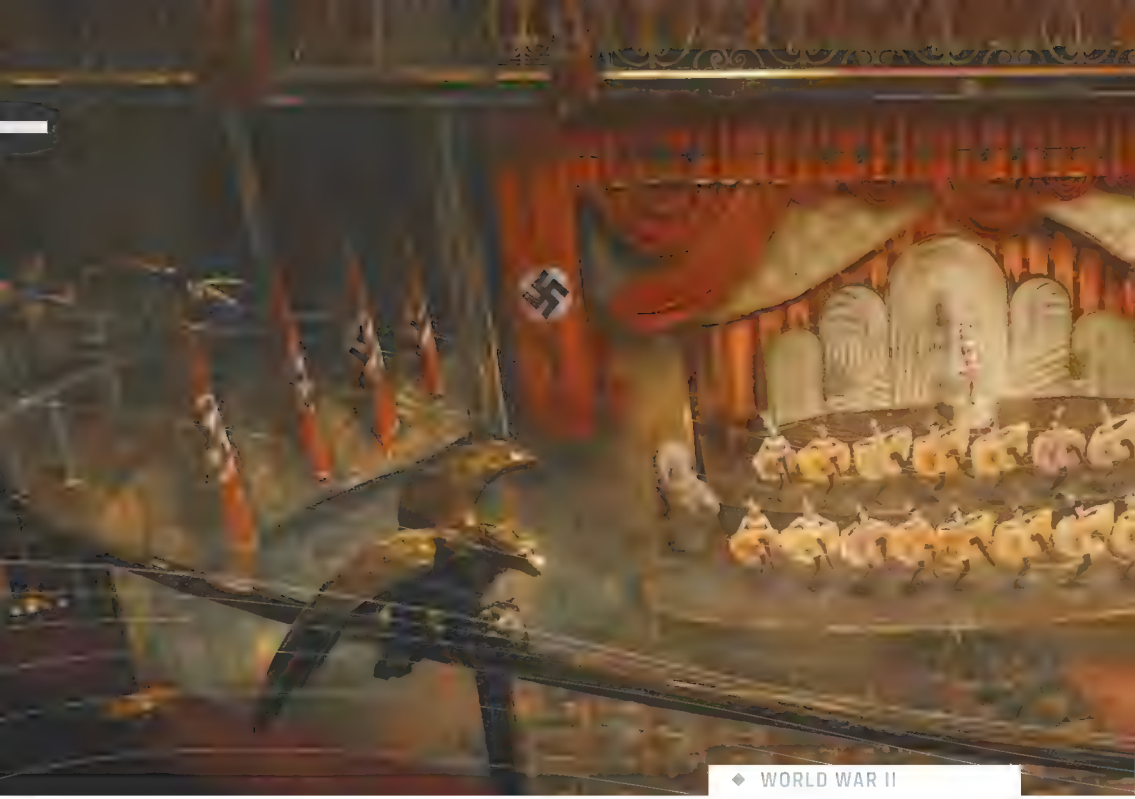
It's 2016. The modern day Crew of Descendants has gathered in London, coming from different places around the world. One of their Brotherhood contacts in the UK, Siegmund "Ziggy" Visser, has reached out to each of them after having spent weeks collecting evidence concerning a lost piece of Precursor technology that might be related to some of their Ancestors. His current hideout is a run-down, closed theater in the middle of Camden Town previously known as "The Stardust". In the club's backstage, Ziggy has set up an Abstergo Animus device, recently modified to connect to a number of commercial Brahman VR visors to allow multi-subject simulations.

If this is your first session, the players can decide to roleplay their characters and their arrival at the Stardust, along with their first contact with Ziggy, etc. Whenever the Crew is ready to begin their mission, the Descendants are about to enter a Simulation to investigate the first of a series of ancestral memory blocks, to discover how their Ancestors got intertwined with the story of a new, unknown Piece of Eden Ziggy has tracked down in the rifts of history pages and DNA samples.

Ziggy will work as the Descendant's field techie, monitoring their performance in the Animus and keeping track of their discoveries.

Without further ado, the player characters (PCs) gather around the Animus device, put on the visors, and the Simulation is on!

◆ MODERN DAY LONDON



▶ 4 / 2 INTRODUCTORY SESSION

SIMULATION SEQUENCE: LUGERS AND BALLERINAS

Time Frame: World War II

Location: Folies Bergère, Paris, France - 1942 CE

Starting Sync Level: 55% (3 Key Objectives)

Description: During the Nazi occupation of France, a private party is organized at the Folies Bergère, one of the most famous cabaret music halls in Paris. The event's organizer is Wilhelm Schmidt, an SS Obersturmführer and low-ranking member of the Templar Order. The night is expected to be attended by soldiers, officers, and local celebrities.

At the beginning of the Simulation, the Witnesses gather outside the Folies Bergere club, safe from prying eyes. Their mission is to infiltrate the structure during the night's event to recover some precious intel regarding the recent activities of Sturmbannführer Heinz Müller, a Seneschal Templar.

The Reader can read or paraphrase the following text (and all next texts with the same layout) to the players at the beginning of the Sequence:

> *A fine drizzle wets the road in front of the Folies Bergère, whose external lights create colorful projections on the sidewalk. If it weren't for the German uniforms crowding the area, everything tonight might look like it did in pre-war days.*
>
> *From your hiding place, you can spot German trucks parked a short distance from the theater, and you have been observing cars carrying people in evening dresses coming and going for quite some time. Despite the rain and the people talking outside the building, you can hear the muffled music reaching the road whenever the theater doors open to let new guests in.*
>
> *One last look at your watches, one last check on your gear, one last deep breath to let the sweet petrichor fill your nostrils. Time to go, Assassins.*

KEY OBJECTIVES

Here are the things contained in the memory block that the Brotherhood expects the Descendants to investigate through the eyes of their Witnesses and that will advance their **Sync Level** once achieved.

> 1 - INFILTRATION

Accessing the theater is the first goal to be achieved. There are a few access routes. At the back of the building, there is an entrance for waiters and theater workers. On the roof, a maintenance entrance can be accessed by easily jumping from the building adjacent to the theater. Finally, there's the theater's front door...

CHALLENGES

> **Patrol.** A unit of 4 Wehrmacht soldiers patrols the perimeter of the theater. They will take an interest in anyone acting suspiciously and will not accept anything less than a thorough explanation.

> **Doorman.** The show at the Folie Bergere is the event of the week in Paris and the list of guests is long. Convincing the doorman that you are on the list or that you are working for the event will require a good explanation.

> **Flirting Officer.** Oskar Fiedler, a young officer, is smoking outside the theater's back door, trying to impress and seduce a young dancer (Juliette Merion). He will be a thorn in the side of anyone passing by, as he will torment anyone who is not a German officer or a VIP, all to impress the young Juliette.

WEAKNESSES

> **What do You Mean I'm Not on the List! (major).** The theater event attracted a lot of folks who weren't invited and that ended up crowding the main door to get in. The confusion will make it easier to access with a proper ruse or disguise.

> **A Secret Door (major).** The theater has a secret access from the Paris Métro Station of Cedet.

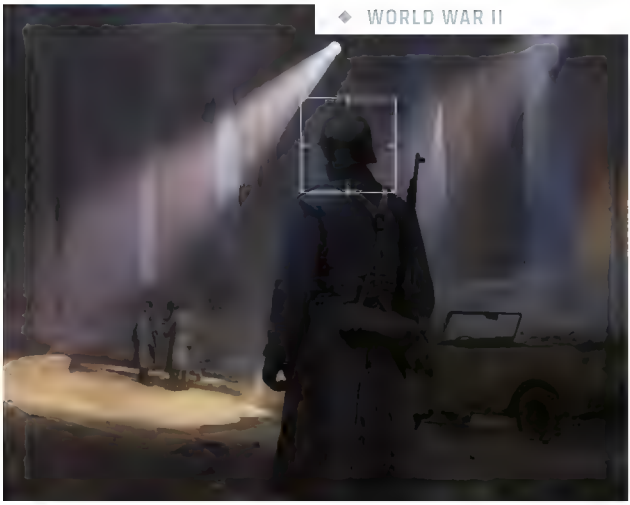
The Witnesses want to sneak in from the roof. As they search for a suitable spot to climb to the top of the theater, they notice the patrolling soldiers. After exchanging a few looks and whispers, they decide to hide. The Reader asks for a **Stealth** **check**! One of the Witnesses fails and is heard by a soldier, who is now leaving the group and walking towards the hiding Witnesses to check. What now? Will the Witnesses try to eliminate the soldier silently, or will they come out and bluff their way out?

The Witnesses decide that going through the front door is the way for them. Joséphine Boulanger comes forward, taking advantage of her charm and fame as an Entertainer to convince the doorman that it would be a mistake not to let her and her friends in. The party revelry would be significantly compromised! The speech is fascinating and colorful, but the Reader still believes that a **Social** **check** with 1 **Raise** is necessary to let the group enter such an exclusive night.

NOTE: *If the other Witnesses are disguised as Backer's escorts or valets, they would not need to make a check as they're exploiting a Weakness of this Key Objective (see below).*

Seeing what's going on, Joséphine Boulanger takes Juliette arm in arm and tries to convince the officer they're late for work. However, her **Approach check** fails! Oskar grabs the ballerina's arm, drawing his luger: "I'm the one who decides who works and who can be late." Nancy Drake can't take this... she invokes her **Hindrance Vengeance**, and proceeds to shoot the Nazi in the head with her Luger P08, knowing full well she might just have blown the undercover part of the mission...

As the Witnesses walk around the theater, they spot 2 soldiers guarding the entrance to a staircase leading to an office. Major Gallagher and the Ambassador decide to get rid of the problem stealthily with a well-aimed dagger throw. The Reader asks them both to make a **Stealth Check**.



NOTE: *Through the use of Eagle Vision, a Witness can get a better understanding of where some crucial mission elements and Key Objectives may be located.*

> 2 - RECOVER TEMPLAR INTEL

Sensitive documents are kept in an area of the theater that Schmidt uses as his office. However, the area is closed off for the duration of the event and two soldiers have been posted to guard the area.

> Should the Witness gain access to the office, they will find that a number of documents crowd the office's desk. The ones that attract their attention concern the movement of troops towards northern France, and the kidnapping of Lèo Dubois, a French professor of medieval history. All requested by Sturmbannführer Heinz Müller.

> From what they can understand, Müller is moving to the north of France, seeking technology attributed to the First Civilization: Pieces of Eden? It is necessary to find Müller before he gets his hands on the artifact.

CHALLENGES

> **Nazi guards.** The 2 guards at the entrance of the restricted area received specific and thorough orders that no one must enter here. A Social **check** to overcome this challenge requires 1 **Raise**.

> **Booby-trapped desk.** While searching the desk for the documents, a Wits **check** is required to avoid the explosive trap set by Schmidt. On a failure, all Witnesses in the room must make a **Reaction check**. In any case, the explosion triggers the **They're Onto Us!** Setback. The templar documents are a bit burned and damaged, but still readable.

WEAKNESSES

> **Orders are Orders (minor).** If someone with a higher rank than the Obersturmführer Schmidt gives new orders to the guards, they will obey blindly.

> **Let's Have a Drink! (minor).** The guards are not happy about having to watch the restricted area and not being able to enjoy the party, so they will gladly have a chat with anyone approaching them and will also easily accept a drink (which could lead them to go to the bathroom earlier than expected, or allow the Witnesses to put something in their champagne...).

FADE OUT

Moments after completing the last mission's objective, the simulation begins to fade, and sounds become muffled once again, except for Ziggy's voice. He tells you that the memory block has been explored thoroughly and pulls you out of the Animus to get some rest.

◆ WORLD WAR II

SETBACKS

A SUSPICIOUS NAZI SOLDIER (MINOR).
A German soldier at the party takes an interest in the Witnesses and starts asking uncomfortable questions.

FLYING BULLETS (MINOR)
Bullets start flying left and right. The Witness must make a **Reaction** check to avoid being injured.

AN INNOCENT IS KILLED (MINOR)
One of the guests, a waiter or a dancer, is blamed for something by one of the German soldiers or officers, or gets accidentally killed.

If a number of innocents equal to the number of Witnesses are killed during the chaos generated by the mission, the Witnesses lose 1 Sync level.

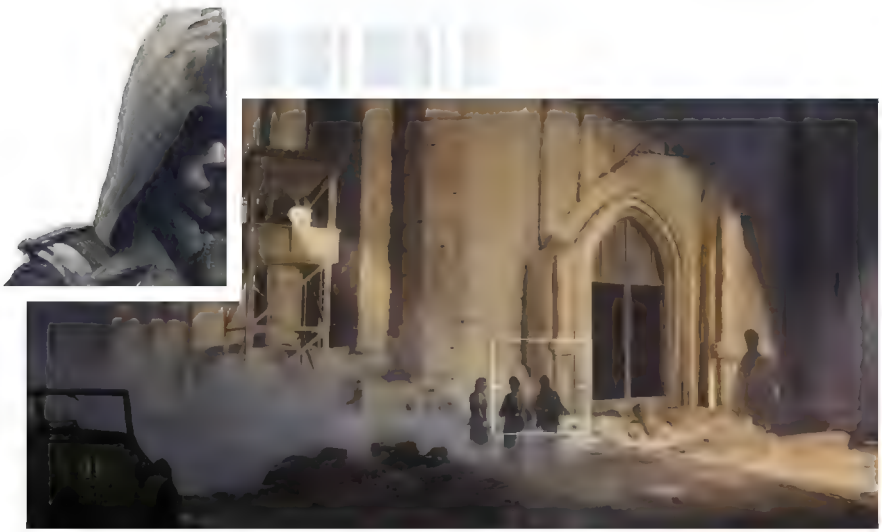
THEY'RE ONTO US! (MAJOR)
The Witnesses have been discovered and now Lugers lead the dance. Panic erupts among the guests and workers and chaos takes over. For the rest of the scene, at the end of an Approach check, the Witnesses must make an additional **Reaction** check to avoid the German's attacks.

NOTABLE NPCS

SS Obersturmführer Wilhelm Schmidt	
Description:	35 year old German officer and recent member of the Templar Order
Quote:	*"The natural state of people is to be sheep. But this is a wolf's world, and we are here so that nobody forgets it."*

Oskar Fiedler	
Description:	25 year old German officer
Quote:	*"We are the iron teeth of the Third Reich and do not respond to the rules of inferior men." OR "Stop whining! You should consider yourself lucky that I looked down to talk to you."*

Juliette Merion	
Description:	21 year old French cabaret dancer
Quote:	*"I can't stand the bullshit of these Nazis any longer..."*



The following characters are real historical personalities who lived in Paris during the period of the Nazi occupation.

Arletty & Hans Jürgen Soehring	
Description:	44 year old French actress, singer, and fashion model with a liaison with a 34 year old German Luftwaffe officer (Hans-Jürgen Soehring).
Quote:	*"Hiding your age amounts to deleting your memories."*

Danielle Darrieux	
Description:	25 year old French actress, singer, and dancer. Married to Porfirio Rubirosa.
Quote:	*"In order to survive, you have to be alone with yourself to regenerate the spirit."*

Édith Piaf	
Description:	27 year old French singer, lyricist, and actress
Quote:	*"People say that I could sing the phone book and make it sound good."*

Ernst Jünger	
Description:	47 year old German author, highly decorated soldier, philosopher, and entomologist serving as army captain, intelligence officer, and mail censor (with strong feelings against Nazi totalitarianism and its goal of world domination).
Quote:	*"Today, only the person who no longer believes in a happy ending, only he who has consciously renounced it, is able to live. A happy century does not exist; but there are moments of happiness, and there is freedom in the moment."*

Porfirio Rubirosa	
Description:	33 year old Dominican diplomat, race car driver, soldier, political assassin, and polo player. Married to Danielle Darrieux.
Quote:	*"I will risk everything to avoid being bored."*

MODERN DAY SEQUENCE: ABSTERGO RAID!

LOCATION: The Crew's hideout, Camden Town Market, London, UK

DESCRIPTION: As the Descendants are preparing to enter the Animus again to investigate where the recovered Templar intel led Major Gallagher in 1942, the Crew's field techie's attention is redirected to the surveillance screens monitoring the perimeter of the hideout. Bad news, someone is breaking in.

The Reader can read or paraphrase the following text to the Players at the beginning of the Sequence:

> *Red lights flash in every room and main hall of the Stardust. No sirens or alarms break the sudden silence that has fallen in the hideout. Faced with your questioning looks, Ziggy replies with a worried expression, a trickle of sweat running down his temple. "Damn! Looks like we got company, mates!"*
>
> *Immediately after telling you this, he pushes some "magic buttons" and locks down the whole place. Then, security monitors start showing a group of armed individuals wearing black fatigues bearing the white triangular logo of Abstergo industries huddling outside the club, clearly trying to break in the front door. Another angle captures two more agents inspecting the perimeter of the building. "Hell's bloody bells, let's hope those mugs don't find our trouble exit," Ziggy says through gritted teeth before turning to look at you with a determined expression that seems to erase all worries: "Alright, grab yer stuff and the modified Brahmans! I'll upload all our data to a secure server, but I need somebody to keep these Templar knobs at bay until I'm done. It'll take me a few minutes. Then, we bugger off!"*

KEY OBJECTIVES

> 1 - DOWNLOAD THE DATA AND DESTROY ALL EVIDENCE

> *Ziggy starts hacking away at the workstation, shouting, "Buy me at least 5 minutes, otherwise, we'll lose months of work."*

CHALLENGES

> **SET TRAPS AT THE ENTRANCES.** The Descendants can use what they have in the hideout to build a rudimentary trap. Whether it is effective or not, it doesn't really matter. The Abstergo agents may still have to stop and defuse it.

> **FACE THE AGENTS.** The agents are too many to overwhelm, but a well-executed attack might lead them into a tactical retreat while awaiting reinforcements.

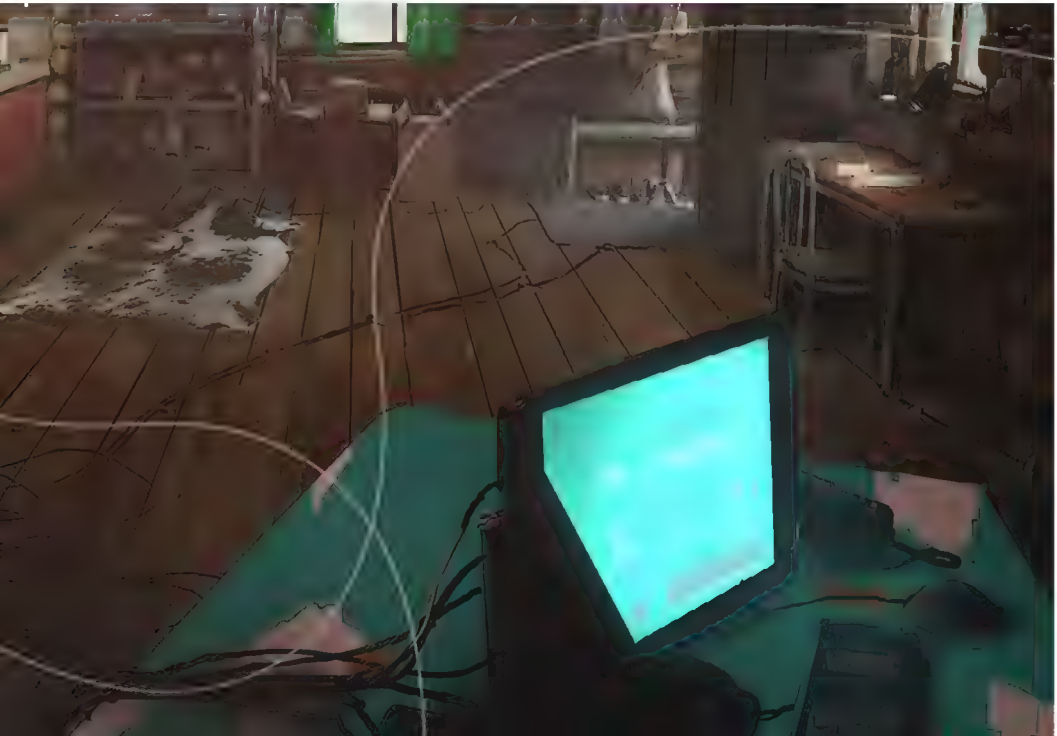
WEAKNESSES

> **GASOLINE (MAJOR).** Fire is not a joke, and no one wants to rush into a building engulfed by flames, not even the Abstergo agents. Setting the lab on fire can slow the assault significantly, but can also put the PCs in great danger. Also, such an action triggers the Smoked Out Setback automatically.

◆ MODERN DAY

Jackie O'Connell immediately bolts for the hall, locks the door, and begins fiddling with an old battery and her **A-phone** charger cord. Yu Shu Lien looks puzzled at the device and says in a low voice, "You're an **Engineer**, not a bomber." Jackie returns the look and says, "yes, but they don't know that."

The former Soldier Yu Shu Lien grabs her **Sig Sauer M17** and looks at her unarmed crew- mates with a tinge of disappointment, while P.J. Gallagher seems the only one **Tough** enough to join her with a **Tranquiliser Gun.** The pair of Assassins take position from a spot from which they can attempt to hold off the assault and buy some time for the Crew. Once the first agents appear down the hall, the Reader asks the PCs to make an **Action check**. Let's get the party started!



The Witnesses Approach the Scene efficaciously and reach the exit of the compromised Hideout leading to the streets of Camden Town's market. However, Abstergo agents seem to come outta the goddamn walls, and the Reader requests all PCs to make a **Reaction check**. Victor and Shu Lien fail and get hit by bullets, suffering a **Snag** to their **Action Approaches**.

Despite being wounded, Victor Flores Castillo thinks he's **Bold** enough to grab his Radiocaster by the neck and use it as a baseball bat to return the message to sender. The Reader appreciates the idea. Victor makes a **(Snagged) Action check**, but he ends up 1 match away from a successful roll. Also, an Abstergo result triggers a minor **Setback**. Victor decides to try to fix it by spending the **Extra Dice** obtained in a previous Scene. To do so, he invokes the **Athletics** Skills of his Ancestor **Ratonhnhaké:ton** to bounce on the wall and boost his jump towards the grenade. Victor rolls 1 match and the flashbang returns to sender. However, the Reader also triggers the **Damaged Gear** Setback and Victor's precious Radiocaster breaks!

> 2 - ESCAPE

The Abstergo agents eventually burst in, fully equipped and ready to open fire. Everyone has to run and reach a vehicle to escape.

CHALLENGES

> **Run for your life.** The Descendants must open their way to the nearest exit, dodging the agents' bullets.

> **Flashbang.** As they flee, the Descendants see an agent preparing to throw a flashbang grenade. If they manage to deflect the grenade, the Descendants can gain a great advantage, especially if the explosive device ends up in the vicinity of the pursuing agents instead! If the Descendants fail their **Approach**, the Reader must ask everyone to do a **Reaction check**.

WEAKNESSES

> **Communication disruption (major).** If the PCs have a way to jam the communications of the approaching Abstergo agents, they gain a significant tactical advantage, forcing them into a slower and uncoordinated attack.

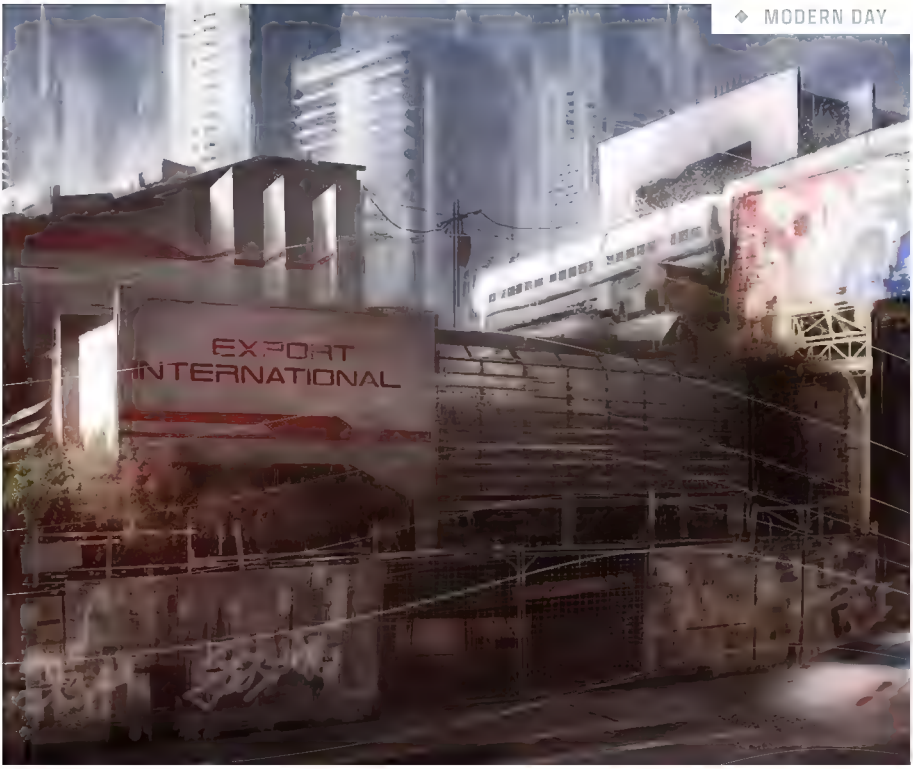
SETBACKS

FLYING BULLETS (MINOR)
Bullets start flying left and right. The Witness must make a **Reaction check**.

SMOKED OUT (MINOR)
Heavy smoke fills the air, making eyes water and breathing difficult. For the rest of the Sequence, all **Wits checks** require 1 additional **Raise**.

DAMAGED GEAR (MINOR)
In the chaos of escaping, one of the Descendants breaks or loses a piece of equipment (an item must be removed from their Gear).

THE FIELD TECH IS WOUNDED! (MAJOR)
Ziggy is injured by a stray bullet or in a hard fall. Someone must help him in order to escape. All Approach checks made by a Descendant helping Ziggy require 1 additional **Raise**.



WHAT'S NEXT?

The Reader can read or paraphrase the following text to the Players to conclude the Sequence:

As you drive away from the Stardust, Ziggy frantically hits the keys on his laptop while giving you directions about which roads to take and when to stop to avoid surveillance.

At least 45 minutes have passed when he makes you stop in a large parking lot near Park Royal says, "Now, we have to head towards this cell's temporary hide- out. It won't be as well placed as the previous one, and we'll undoubtedly miss the scrummy food. But at least it's a safe place... for now."

A few minutes later, you step into a neglected-looking warehouse on a road sided by many other warehouses and workshops. Ziggy switches on some barely working lights to illuminate a seriously dusty and plain interior, welcoming you to your cell's new refuge and HQ with a loud, "...wicked, innit?!" He looks tired when he tells you that you'll have to work hard to get the situation back on track. Ziggy needs replacement parts to fix "the Ol' Baby", his battered Animus 2.0 stored in the warehouse's basement, before you can get back into the simulation and find out if Sgt. Major Gallagher has found the Piece of Eden he was looking for... the Piece of Eden YOU are looking for.

Get ready, Assassins, since only Abstergo Industries has what you need for re- pairs. It's payback time!

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CONFIDENTIAL: RESTRICTED ACCESS

You will find everything you need to continue playing in the *Assassin's Creed – Forging History* book. The complete set of rules for the game allowing you to build new and totally customizable characters is in the *Assassin's Creed – Animus Handbook.*

APPENDIX

CHARACTER FILE FOLIOS

IDENTITY	PHILIP J. GALLAGHER - 32 YO - LONDON - 08/04/1984
DESCRIPTION	VETERINARY, PREVIOUSLY ZOOKEEPER IN LONDON
QUOTE	"YOU CANNOT GET THROUGH THE DAY WITHOUT TRYING TO HAVE AN IMPACT ON THE WORLD AROUND YOU."

APPROACH DIFFICULTY

SNAG	3	ACTION
SNAG	3	STEALTH
SNAG	2	WITS
SNAG	2	SOCIAL

GEAR

- TRANQUILLIZER GUN
- SURGERY KIT
- ANIMAL SEDATIVES
- VETERINARY VAN
- SMALL BUT VICIOUS DOG
- A-PHONE

TRAITS	VETERINARY	TOUGH
HINDRANCE	OVERTHINKER	
LANGUAGES	BRITISH SIGN LANGUAGE, ENGLISH	

WITNESS CARD

NOTEPAD

QUOTE

You can activate your character's Quote Feature once during each Sequence to regain 1 spent Extra Die.

GEAR

You can activate an item of Gear to use it whenever appropriate, allowing you to take specific actions

SIGNATURE GEAR AND TRAITS

Before you make an Approach check, you can activate 1 or more of your Traits as well as 1 or more of your Signature Gear items, to consider 1 Creed result for each activated Trait or Gear as 1 match.

HINDRANCE

You can activate your character's Hindrance to advance your current Witness' Sync or Descendant's Bleed level by 1 step. To insert your character's Hindrance into the narration, you must explain how it creates an unexpected obstacle for you or the whole Crew in the Scene.

ANCESTORS

MAJOR GALLAGHER

Major of the British army.

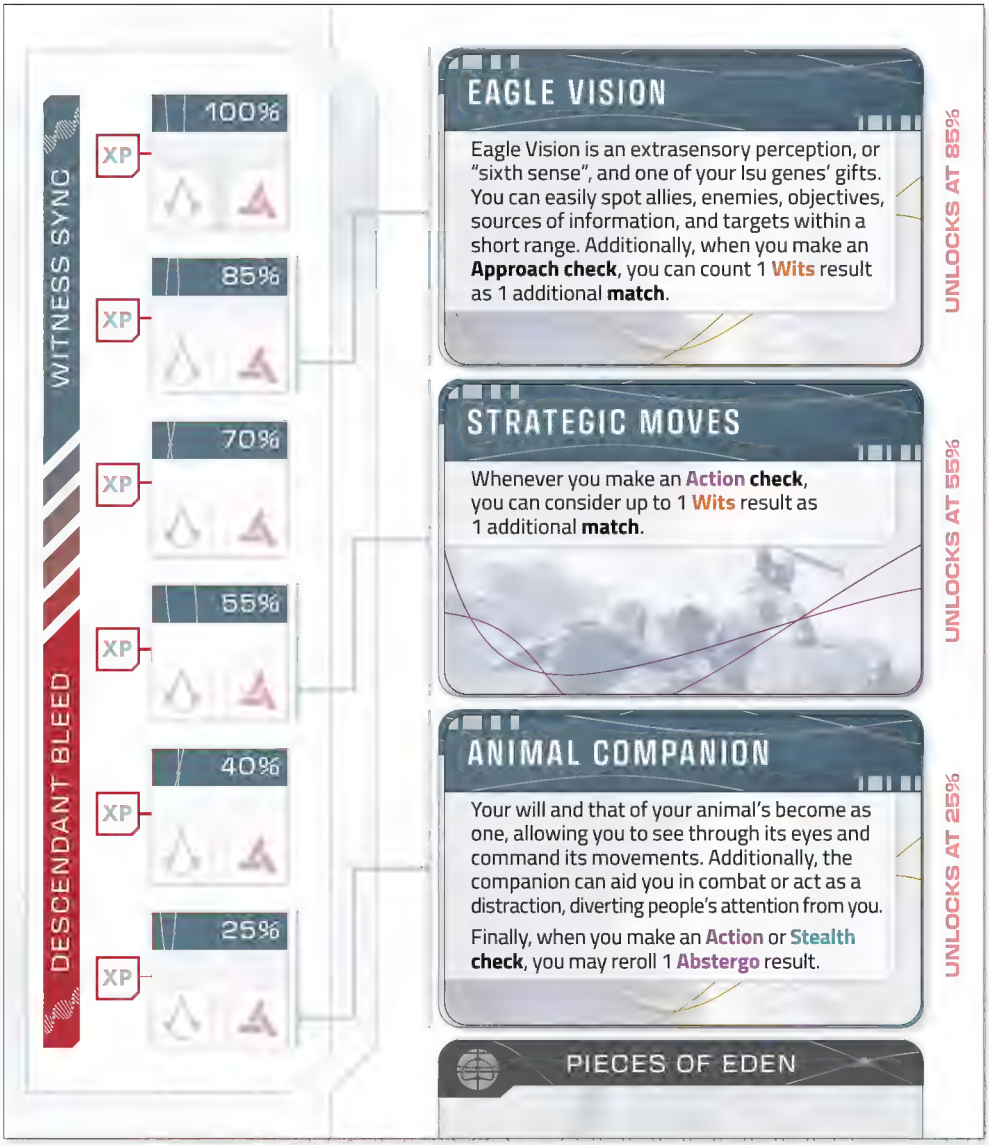
"I'm going to kill you with my tea cup."

1	ACTION	Kukri (Knife)
2	STEALTH	BHP (Pistol)
3	WITS	Sten (Submachine Gun)
2	SOCIAL	Green Beret
		Anti-gas Cape
		Leica III Camera

GEAR

GREEN BERET	VIGOR
HONOR CODE	
English, German	

DNA SCANNING


WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
EAGLE VISION
Eagle Vision is an extrasensory perception, or "sixth sense", and one of your Isu genes' gifts. You can easily spot allies, enemies, objectives, sources of information, and targets within a short range. Additionally, when you make an **Approach check**, you can count 1 **Wits** result as 1 additional **match**.
UNLOCKS AT 85%
STRATEGIC MOVES
Whenever you make an **Action check**, you can consider up to 1 **Wits** result as 1 additional **match**.
UNLOCKS AT 55%
ANIMAL COMPANION
Your will and that of your animal's become as one, allowing you to see through its eyes and command its movements. Additionally, the companion can aid you in combat or act as a distraction, diverting people's attention from you.
Finally, when you make an **Action** or **Stealth check**, you may reroll 1 **Abstergo** result.
UNLOCKS AT 25%
PIECES OF EDEN

BLEED EXTRA DICE

In order to spend Extra Dice in a Modern Day Sequence you must activate one of your Ancestors' Features, choosing among their Traits, Signature Gear, and Quote, in the same way you activate your own. If you activate a Trait or Signature Gear, you additionally consider one related Creed result as 1 match. Whenever you spend Extra Dice in a Modern Day Sequence and obtain at least one Abstergo result on the Extra Dice roll, you automatically trigger a Setback.

CALLING RAISES

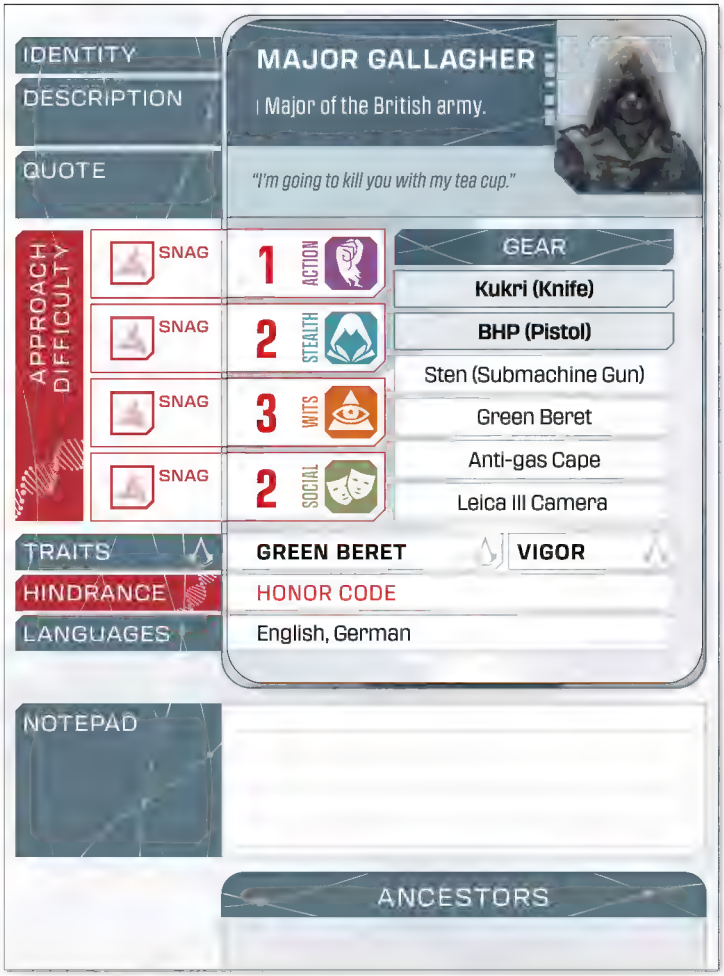
When you make an Approach check, you can call a Raise to gain additional advantages over the standard roll. There are 2 ways to call a Raise: before or after a roll.

Call a Raise Before a Roll

If you call a Raise before an Approach check, you must declare what additional benefit the Raise will grant you. Then, you make the roll, but your Approach Difficulty increases by 1.

Call a Raise After a Roll

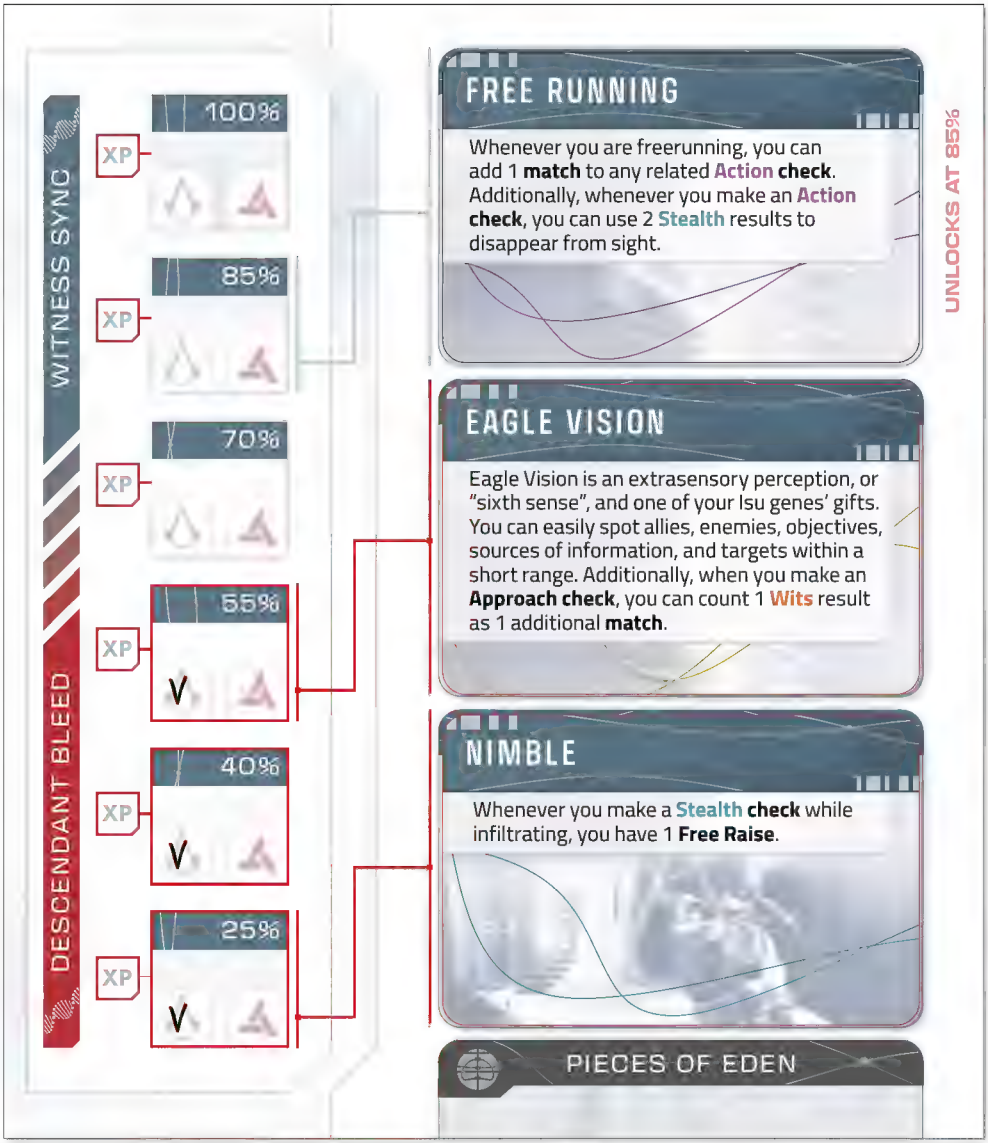
A Raise after a roll happens whenever you obtain 2 matches in excess of those required by the Approach Difficulty for the check. This happens even if you didn't declare an intention to get any additional benefits with your Approach. You simply get a free opportunity to add an unexpected advantage of your choice.



> SNAGS

If you fail an Approach check, you suffer a Snag. You mark each Snag by flagging the box on your character Folio corresponding to the failed Approach (unless already flagged, in which case you must flag another box).

When you make an Approach check employing a Snagged Approach and you roll 1 or more **Abstergo** results, the outcome of your action is influenced by an unexpected narrative **Setback**.


WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
FREE RUNNING
Whenever you are freerunning, you can add 1 **match** to any related **Action check**. Additionally, whenever you make an **Action check**, you can use 2 **Stealth** results to disappear from sight.
UNLOCKS AT 85%
EAGLE VISION
Eagle Vision is an extrasensory perception, or "sixth sense", and one of your Isu genes' gifts. You can easily spot allies, enemies, objectives, sources of information, and targets within a short range. Additionally, when you make an **Approach check**, you can count 1 **Wits** result as 1 additional **match**.
NIMBLE
Whenever you make a **Stealth check** while infiltrating, you have 1 **Free Raise**.
PIECES OF EDEN

SYNC EXTRA DICE

Whenever you make a check, after you have seen its result you can roll a number of Extra Dice, taking them from those available to you. You must choose how many to spend before you make the additional roll.

Used Extra Dice are considered spent and cannot be rolled again until the following Sequence (Extra Dice continue to be considered spent also if two Sequences are considered by the Operator to directly follow one another, as part of the same narrative).

IDENTITY	"MAC" - 28 YO - MILAN - 10/11/1988
DESCRIPTION	HACKER AND ENVIRONMENTAL ACTIVISTS, MEMBER OF AN ANONYMOUS HACKER GROUP.
QUOTE	"TIME IS PIVOTAL TO SECURITY. WITH ENOUGH TIME, NOTHING CAN BE CONSIDERED UNHACKABLE."

APPROACH DIFFICULTY		
SNAG	3	ACTION
SNAG	3	STEALTH
SNAG	1	WITS
SNAG	3	SOCIAL

GEAR
MEGASOFT LAPTOP
BURNER PHONE
FAKE ID
GPS TRACKER
BUG AND SIGNAL DETECTOR
NIGHT VISION SPY CAMERA

TRAITS	HACKTIVIST	CREATIVE
HINDRANCE	IDEALIST	
LANGUAGES	ENGLISH, ITALIAN	

WITNESS CARD

NOTEPAD

QUOTE

You can activate your character's Quote Feature once during each Sequence to regain 1 spent Extra Die.

GEAR

You can activate an item of Gear to use it whenever appropriate, allowing you to take specific actions

SIGNATURE GEAR AND TRAITS

Before you make an Approach check, you can activate 1 or more of your Traits as well as 1 or more of your Signature Gear items, to consider 1 Creed result for each activated Trait or Gear as 1 match.

HINDRANCE

You can activate your character's Hindrance to advance your current Witness' Sync or Descendant's Bleed level by 1 step. To insert your character's Hindrance into the narration, you must explain how it creates an unexpected obstacle for you or the whole Crew in the Scene.

ANCESTORS

ROMULUS

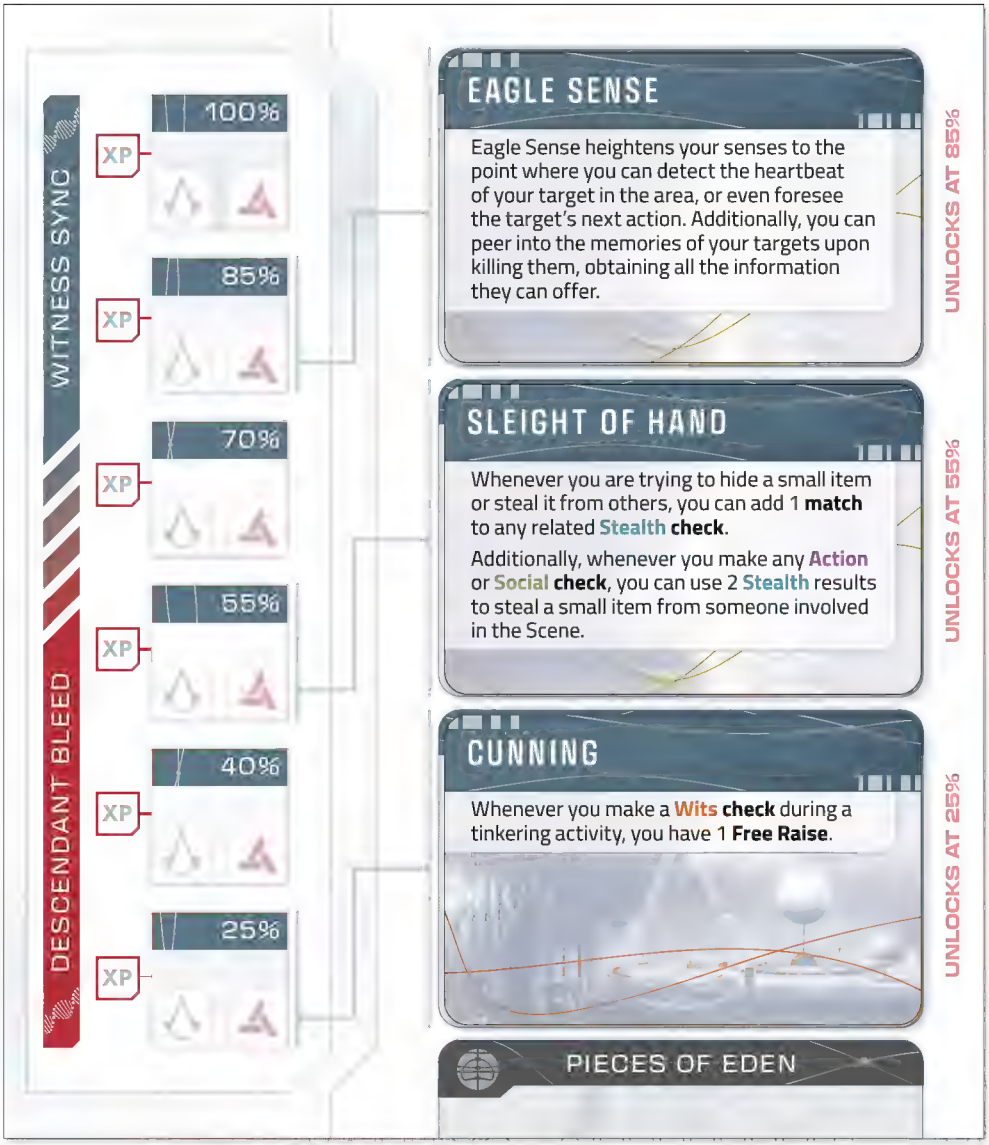
Legendary founder and first king of Rome.

"Words can show the way, but only examples can pave the path."

2	ACTION	GEAR
3	STEALTH	Shield
2	WITS	Sword
1	SOCIAL	King's Armor
		Spear
		Mars Medallion
		Sling

VETERAN	RESOLUTE
AGGRESSIVE	
Ancient Greek, Etruscan, Latin	

DNA SCANNING


WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
EAGLE SENSE
Eagle Sense heightens your senses to the point where you can detect the heartbeat of your target in the area, or even foresee the target's next action. Additionally, you can peer into the memories of your targets upon killing them, obtaining all the information they can offer.
UNLOCKS AT 85%
SLEIGHT OF HAND
Whenever you are trying to hide a small item or steal it from others, you can add 1 match to any related Stealth check.
Additionally, whenever you make any Action or Social check, you can use 2 Stealth results to steal a small item from someone involved in the Scene.
UNLOCKS AT 55%
CUNNING
Whenever you make a Wits check during a tinkering activity, you have 1 Free Raise.
UNLOCKS AT 25%
PIECES OF EDEN

BLEED EXTRA DICE

In order to spend Extra Dice in a Modern Day Sequence you must activate one of your Ancestors' Features, choosing among their Traits, Signature Gear, and Quote, in the same way you activate your own. If you activate a Trait or Signature Gear, you additionally consider one related Creed result as 1 match. Whenever you spend Extra Dice in a Modern Day Sequence and obtain at least one Abstergo result on the Extra Dice roll, you automatically trigger a Setback.

CALLING RAISES

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Call a Raise Before a Roll

If you call a Raise before an Approach check, you must declare what additional benefit the Raise will grant you. Then, you make the roll, but your Approach Difficulty increases by 1.

Call a Raise After a Roll

A Raise after a roll happens whenever you obtain 2 matches in excess of those required by the Approach Difficulty for the check. This happens even if you didn't declare an intention to get any additional benefits with your Approach. You simply get a free opportunity to add an unexpected advantage of your choice.

> SNAGS

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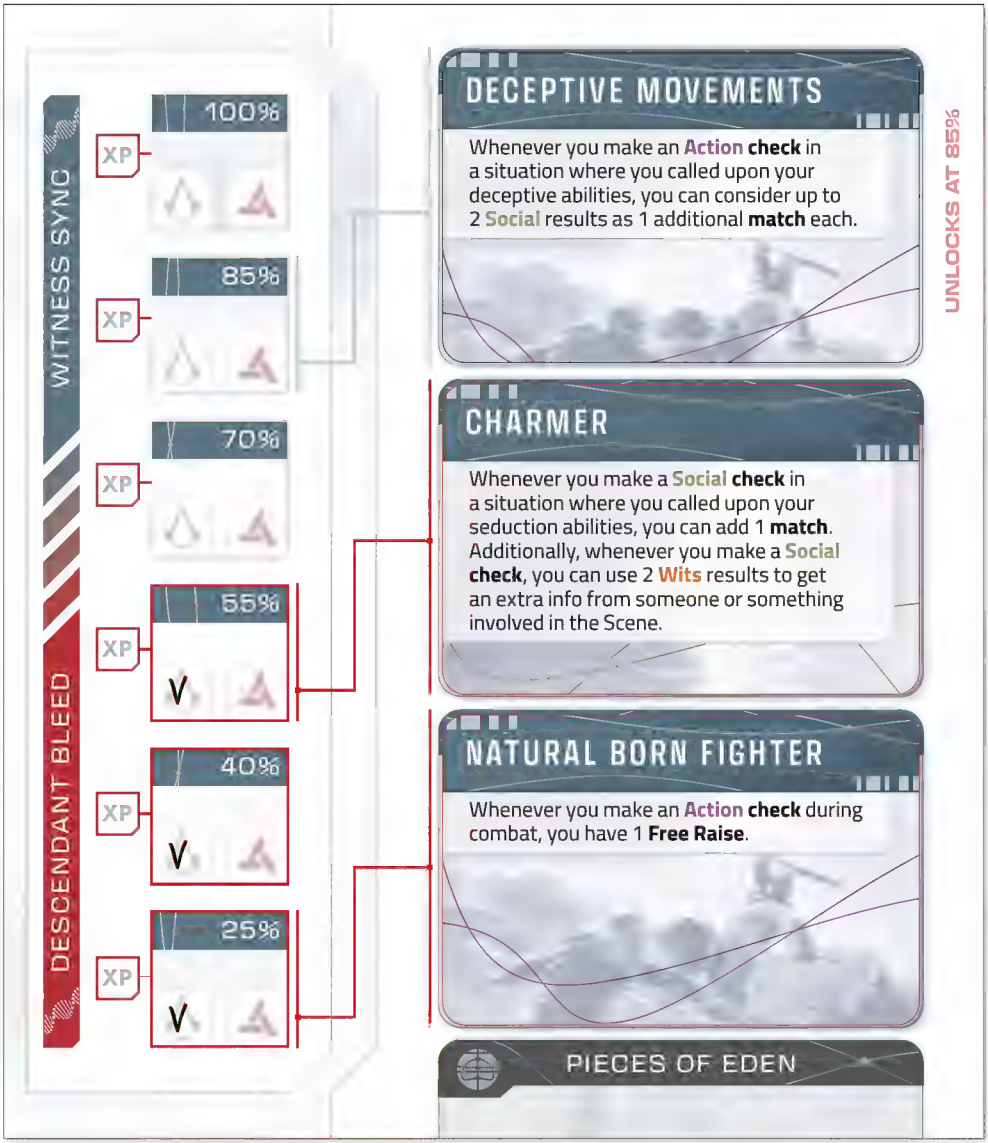

WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
DECEPTIVE MOVEMENTS
Whenever you make an Action check in a situation where you called upon your deceptive abilities, you can consider up to 2 Social results as 1 additional match each.
UNLOCKS AT 85%
CHARMER
Whenever you make a Social check in a situation where you called upon your seduction abilities, you can add 1 match. Additionally, whenever you make a Social check, you can use 2 Wits results to get an extra info from someone or something involved in the Scene.
NATURAL BORN FIGHTER
Whenever you make an Action check during combat, you have 1 Free Raise.
PIECES OF EDEN

SYNC EXTRA DICE

Whenever you make a check, after you have seen its result you can roll a number of Extra Dice, taking them from those available to you. You must choose how many to spend before you make the additional roll.

Used Extra Dice are considered spent and cannot be rolled again until the following Sequence (Extra Dice continue to be considered spent also if two Sequences are considered by the Operator to directly follow one another, as part of the same narrative).

IDENTITY	VICTOR FLORES CASTILLO – 30 YO – LOS ANGELES – 12/19/1986
DESCRIPTION	PROFESSIONAL MUSICIAN. CURRENTLY WORKING AS A SESSION MUSICIAN IN LONDON.
QUOTE	"THE TRUTH IS AKIN TO THE SUN. ITS LIGHT CAN BE VEILED, BUT IT WON'T CEASE TO EXIST."

APPROACH DIFFICULTY		
SNAG	2	ACTION
SNAG	3	STEALTH
SNAG	3	WITS
SNAG	2	SOCIAL

GEAR

- VINTAGE '52 RADIOCASTER
- KA-BAR KNIFE
- INSTRUMENT CABLES
- VAPE PEN
- A-PHONE
- MEZCAL FLASK

TRAITS	ENTERTAINER	BOLD
HINDRANCE	RECKLESS	
LANGUAGES	ENGLISH, SPANISH, ITALIAN	

WITNESS CARD

NOTEPAD

QUOTE

You can activate your character's Quote Feature once during each Sequence to regain 1 spent Extra Die.

GEAR

You can activate an item of Gear to use it whenever appropriate, allowing you to take specific actions

SIGNATURE GEAR AND TRAITS

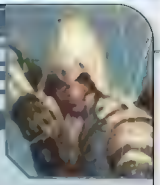
Before you make an Approach check, you can activate 1 or more of your Traits as well as 1 or more of your Signature Gear items, to consider 1 Creed result for each activated Trait or Gear as 1 match.

HINDRANCE

You can activate your character's Hindrance to advance your current Witness' Sync or Descendant's Bleed level by 1 step. To insert your character's Hindrance into the narration, you must explain how it creates an unexpected obstacle for you or the whole Crew in the Scene.

ANCESTORS

RATONHNHAKÉ:TON (CONNOR)
Master Assassin of the Colonial Brotherhood.

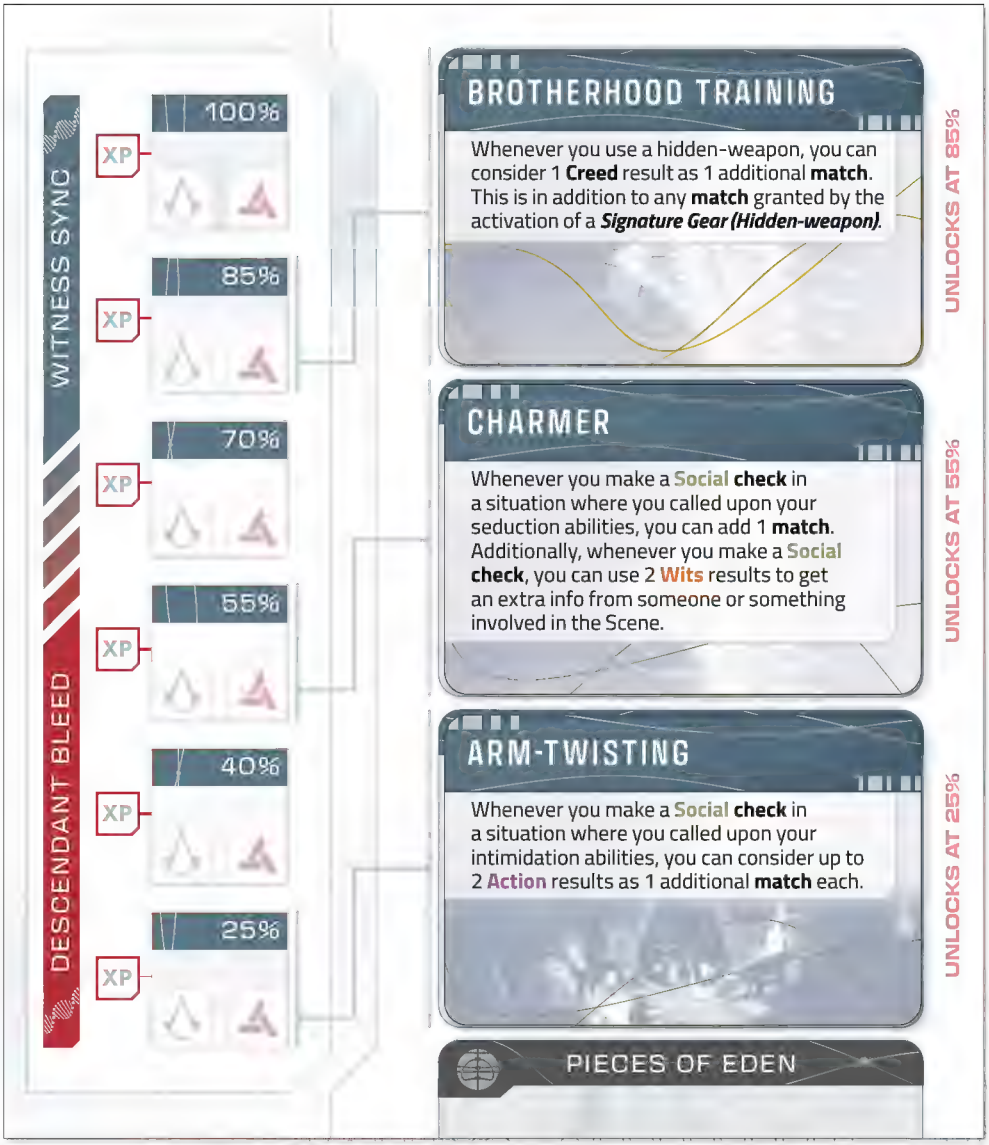


"My enemy is a notion, not a nation."

1	ACTION	Tomahawk
2	STEALTH	Hunting Bow
2	WITS	Hidden Blade
3	SOCIAL	Poison Darts
		Flintlock Pistol
		Snare Trap

ATHLETICS	HUNTER
MORALS	
English, Kanien'kéha (Mohawk language)	

DNA SCANNING


WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
BROTHERHOOD TRAINING
Whenever you use a hidden-weapon, you can consider 1 Creed result as 1 additional match. This is in addition to any match granted by the activation of a Signature Gear (Hidden-weapon).
UNLOCKS AT 85%
CHARMER
Whenever you make a Social check in a situation where you called upon your seduction abilities, you can add 1 match. Additionally, whenever you make a Social check, you can use 2 Wits results to get an extra info from someone or something involved in the Scene.
UNLOCKS AT 55%
ARM-TWISTING
Whenever you make a Social check in a situation where you called upon your intimidation abilities, you can consider up to 2 Action results as 1 additional match each.
UNLOCKS AT 25%
PIECES OF EDEN

BLEED EXTRA DICE

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CALLING RAISES

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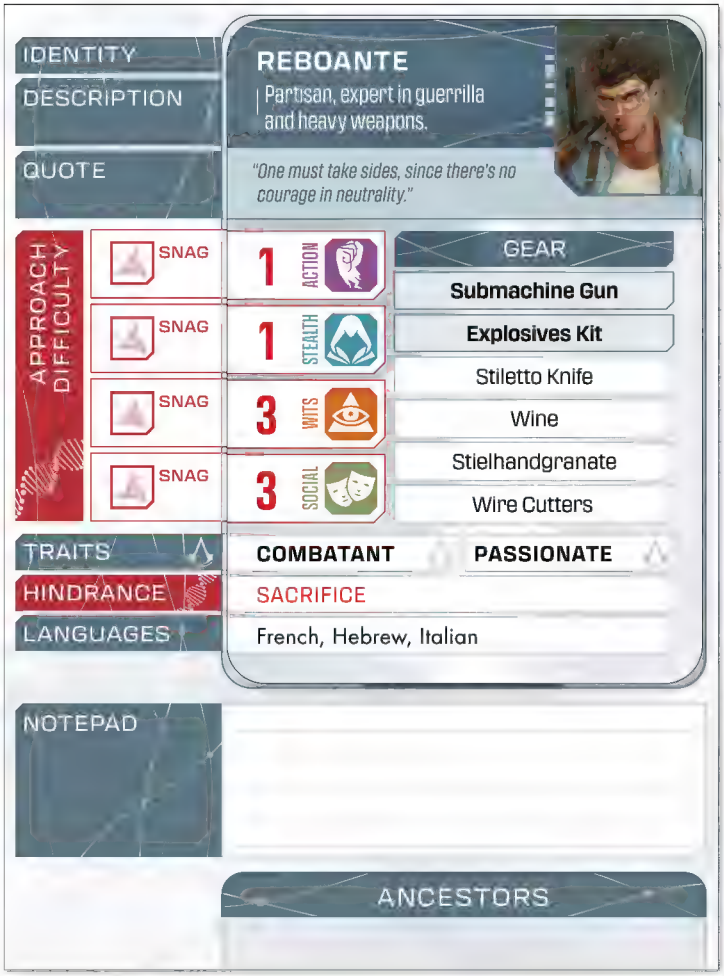
Call a Raise Before a Roll

If you call a Raise before an Approach check, you must declare what additional benefit the Raise will grant you. Then, you make the roll, but your Approach Difficulty increases by 1.

Call a Raise After a Roll

A Raise after a roll happens whenever you obtain 2 matches in excess of those required by the Approach Difficulty for the check. This happens even if you didn't declare an intention to get any additional benefits with your Approach. You simply get a free opportunity to add an unexpected advantage of your choice.



> SNAGS

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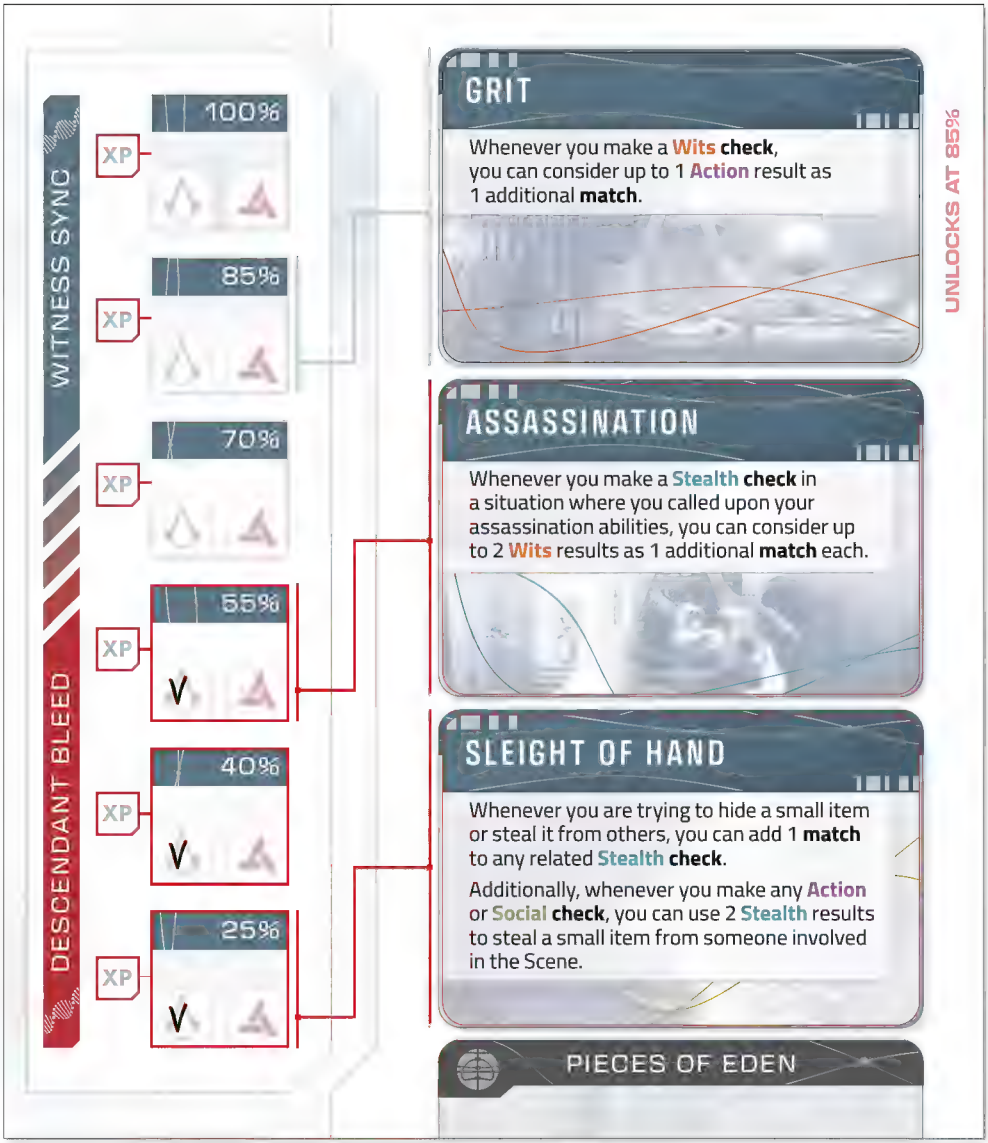

WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
GRIT
Whenever you make a Wits check, you can consider up to 1 Action result as 1 additional match.
UNLOCKS AT 85%
ASSASSINATION
Whenever you make a Stealth check in a situation where you called upon your assassination abilities, you can consider up to 2 Wits results as 1 additional match each.
SLEIGHT OF HAND
Whenever you are trying to hide a small item or steal it from others, you can add 1 match to any related Stealth check.
Additionally, whenever you make any Action or Social check, you can use 2 Stealth results to steal a small item from someone involved in the Scene.
PIECES OF EDEN

SYNC EXTRA DICE

Whenever you make a check, after you have seen its result you can roll a number of Extra Dice, taking them from those available to you. You must choose how many to spend before you make the additional roll.

Used Extra Dice are considered spent and cannot be rolled again until the following Sequence (Extra Dice continue to be considered spent also if two Sequences are considered by the Operator to directly follow one another, as part of the same narrative).

QUOTE

You can activate your character's Quote Feature once during each Sequence to regain 1 spent Extra Die.

GEAR

You can activate an item of Gear to use it whenever appropriate, allowing you to take specific actions

SIGNATURE GEAR AND TRAITS

Before you make an Approach check, you can activate 1 or more of your Traits as well as 1 or more of your Signature Gear items, to consider 1 Creed result for each activated Trait or Gear as 1 match.

HINDRANCE

You can activate your character's Hindrance to advance your current Witness' Sync or Descendant's Bleed level by 1 step. To insert your character's Hindrance into the narration, you must explain how it creates an unexpected obstacle for you or the whole Crew in the Scene.

IDENTITY: YU SHU LIEN - 24 YO - ALICANTE - 02/22/1992

DESCRIPTION: FORMER SOLDIER, WORKING AS A SECURITY CONTRACTOR FOR ABSTERGO INDUSTRIES.

QUOTE: "THOSE WHO FIGHT MONSTERS SHOULD BE CAUTIOUS NOT TO BECOME MONSTERS THEMSELVES."

APPROACH DIFFICULTY

SNAG	2	ACTION
SNAG	3	STEALTH
SNAG	2	WITS
SNAG	3	SOCIAL

GEAR
- ABSTERGO UNIFORM
- SIG SAUER M 17 (PISTOL)
- BODY ARMOR
- ABSTERGO BADGE
- THERMAL IMAGER
- A-PHONE

TRAITS: SOLDIER, NIMBLE

HINDRANCE: ARROGANT

LANGUAGES: ENGLISH, SPANISH, CHINESE

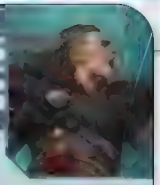
WITNESS CARD

NOTEPAD

ANCESTORS

EIVOR

Viking warrior and Jarlskona from Norway.



"...I will not be captive to another man's gaudy design. My destiny is mine to weave"

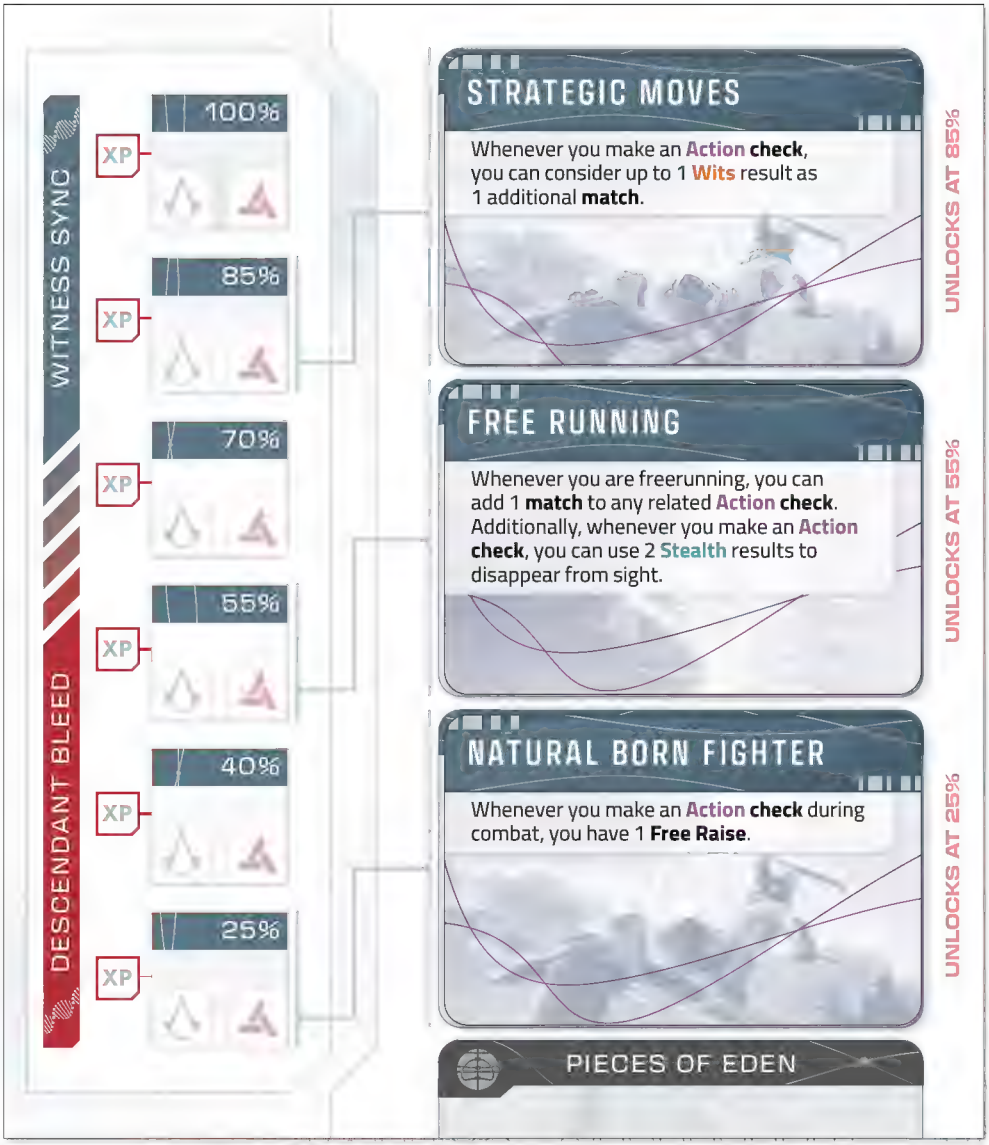
2 ACTION	GEAR
2 STEALTH	Raven's Clan Armor
2 WITS	Hidden Blade
2 SOCIAL	Bow and Arrows
	Two Axes
	Rope
	Odin's Pendant

LEADER, STRONG

HONOR

English, French, Norse

DNA SCANNING


WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
STRATEGIC MOVES
Whenever you make an Action check, you can consider up to 1 Wits result as 1 additional match.
UNLOCKS AT 85%
FREE RUNNING
Whenever you are freerunning, you can add 1 match to any related Action check. Additionally, whenever you make an Action check, you can use 2 Stealth results to disappear from sight.
UNLOCKS AT 55%
NATURAL BORN FIGHTER
Whenever you make an Action check during combat, you have 1 Free Raise.
UNLOCKS AT 25%
PIECES OF EDEN

BLEED EXTRA DICE

In order to spend Extra Dice in a Modern Day Sequence you must activate one of your Ancestors' Features, choosing among their Traits, Signature Gear, and Quote, in the same way you activate your own. If you activate a Trait or Signature Gear, you additionally consider one related Creed result as 1 match. Whenever you spend Extra Dice in a Modern Day Sequence and obtain at least one Abstergo result on the Extra Dice roll, you automatically trigger a Setback.

CALLING RAISES

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Call a Raise Before a Roll

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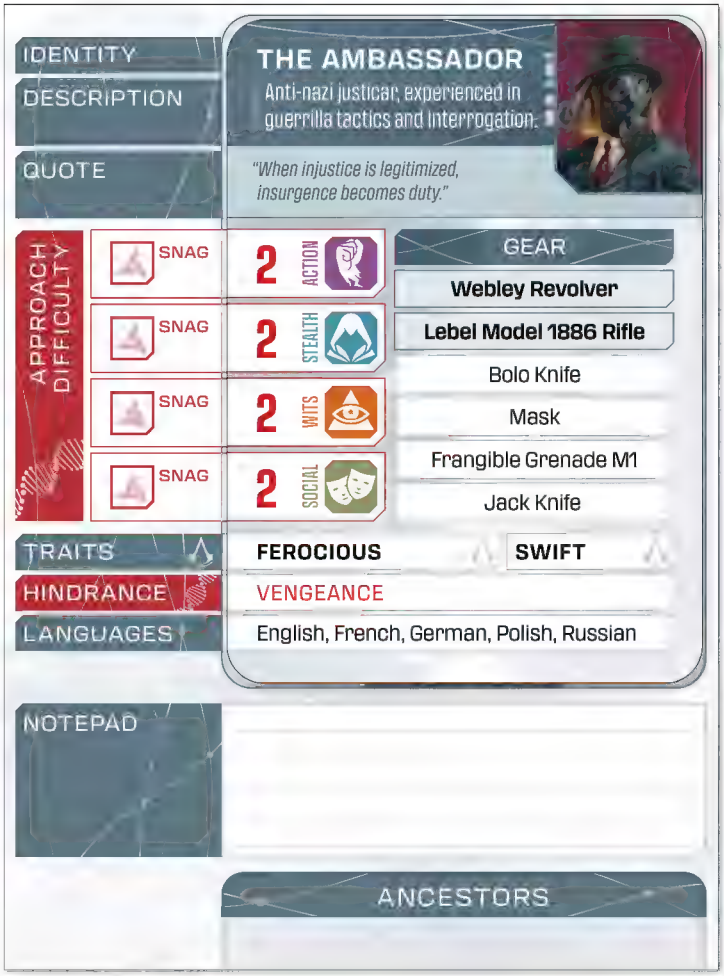
Call a Raise After a Roll

A Raise after a roll happens whenever you obtain 2 matches in excess of those required by the Approach Difficulty for the check. This happens even if you didn't declare an intention to get any additional benefits with your Approach. You simply get a free opportunity to add an unexpected advantage of your choice.



> SNAGS

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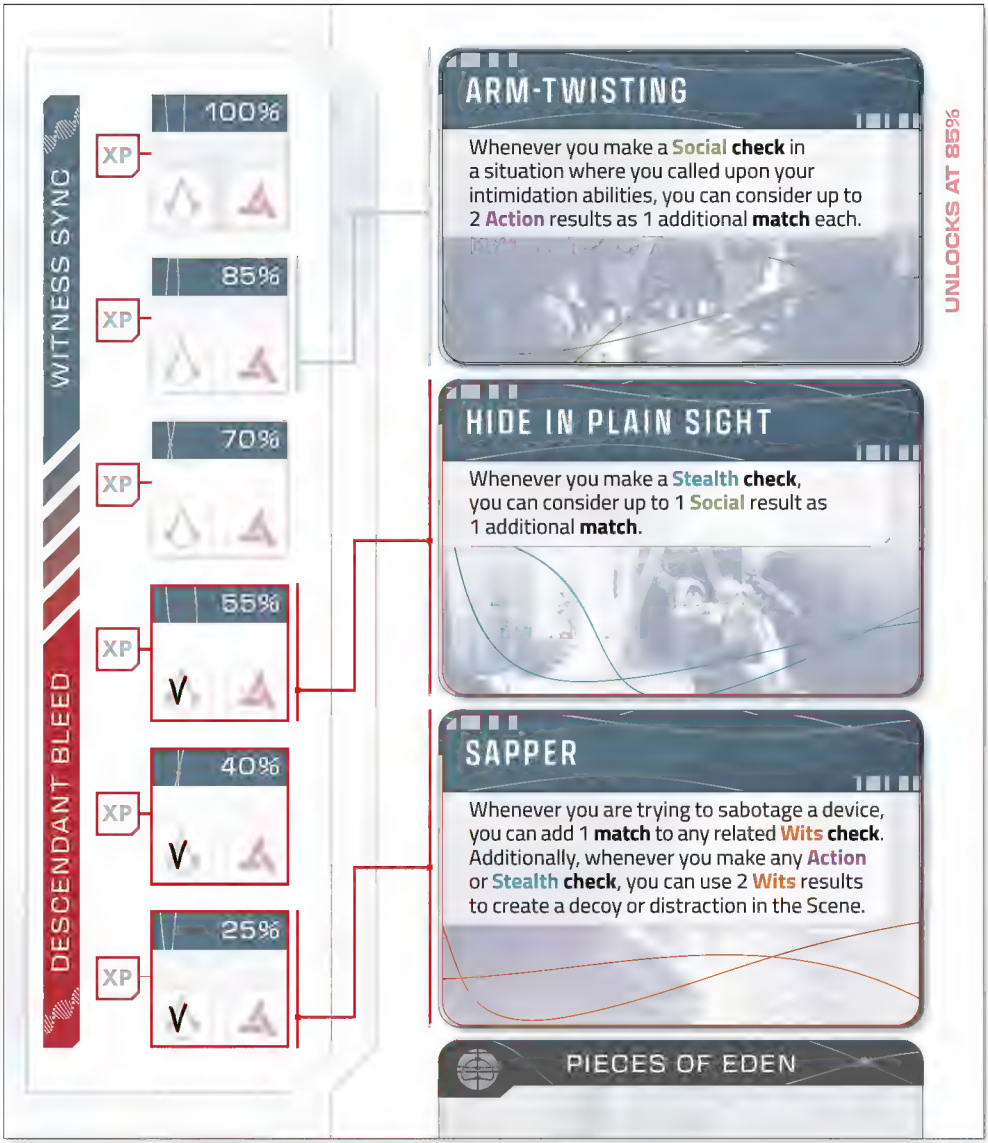
WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
ARM-TWISTING
Whenever you make a Social check in a situation where you called upon your intimidation abilities, you can consider up to 2 Action results as 1 additional match each.
UNLOCKS AT 85%
HIDE IN PLAIN SIGHT
Whenever you make a Stealth check, you can consider up to 1 Social result as 1 additional match.
SAPPER
Whenever you are trying to sabotage a device, you can add 1 match to any related Wits check. Additionally, whenever you make any Action or Stealth check, you can use 2 Wits results to create a decoy or distraction in the Scene.
PIECES OF EDEN

SYNC EXTRA DICE

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IDENTITY	JACKIE O'CONNELL - 22 YO - LONDON - 03/15/1994
DESCRIPTION	POSTDOCTORAL RESEARCH ASSISTANT IN MECHANICAL ENGINEERING AT THE UNIVERSITY OF CAMBRIDGE.
QUOTE	"IT'S NOT THAT I DON'T KNOW WHAT I'M DOING, IT'S CALLED RESEARCH!"

APPROACH DIFFICULTY			
SNAG	3	ACTION	
SNAG	2	STEALTH	
SNAG	2	WITS	
SNAG	3	SOCIAL	

GEAR
DJI MAVERIC 5 (DRONE)
SAKIKAWA Z125 (BIKE)
A-BOOK AIR
UNIVERITY LAB BADGE
A-PHONE
PEPPER SPRAY

TRAITS	FIT	ENGINEER
HINDRANCE	STUBBORN	
LANGUAGES	BRITISH SIGN LANGUAGE, ENGLISH, SPANISH	

WITNESS CARD

NOTEPAD

ANCESTORS

EVIE FRYE

Master Assassin of the British Brotherhood, active in London.

"My blade is ever sharpened by London's injustice."

2	ACTION	
2	STEALTH	
1	WITS	
3	SOCIAL	

GEAR
Dual Hidden Blades
Throwing Knives
Cane-Sword
Smoke Bomb
Hallucinogenic Darts
Rope Launcher

TACTICIAN	**RESOLUTE**
MERCIFUL	
English, Hindi	

DNA SCANNING

QUOTE

You can activate your character's Quote Feature once during each Sequence to regain 1 spent Extra Die.

GEAR

You can activate an item of Gear to use it whenever appropriate, allowing you to take specific actions

SIGNATURE GEAR AND TRAITS

Before you make an Approach check, you can activate 1 or more of your Traits as well as 1 or more of your Signature Gear items, to consider 1 Creed result for each activated Trait or Gear as 1 match.

HINDRANCE

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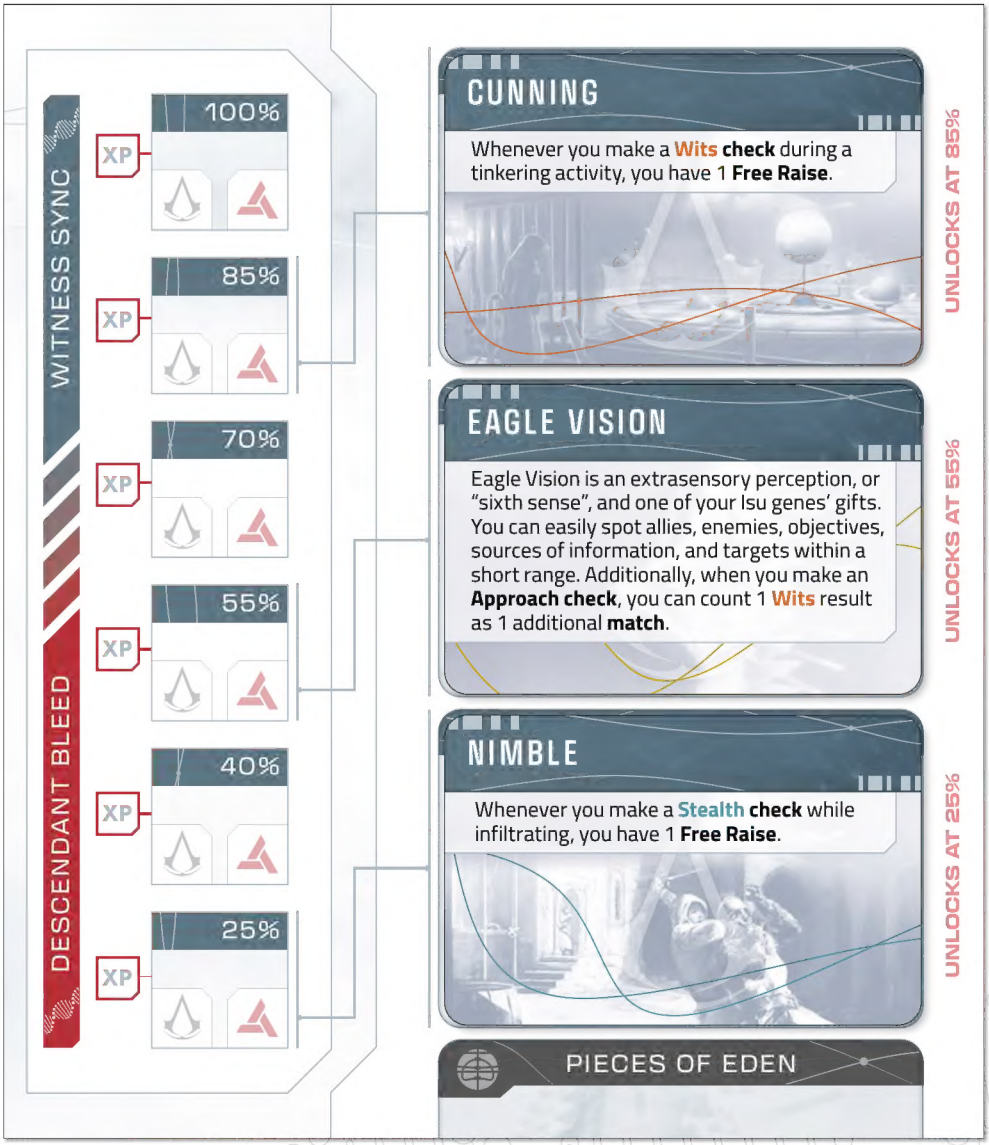

WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
CUNNING
Whenever you make a Wits check during a tinkering activity, you have 1 Free Raise.
UNLOCKS AT 85%
EAGLE VISION
Eagle Vision is an extrasensory perception, or "sixth sense", and one of your Isu genes' gifts. You can easily spot allies, enemies, objectives, sources of information, and targets within a short range. Additionally, when you make an Approach check, you can count 1 Wits result as 1 additional match.
UNLOCKS AT 55%
NIMBLE
Whenever you make a Stealth check while infiltrating, you have 1 Free Raise.
UNLOCKS AT 25%
PIECES OF EDEN

BLEED EXTRA DICE

In order to spend Extra Dice in a Modern Day Sequence you must activate one of your Ancestors' Features, choosing among their Traits, Signature Gear, and Quote, in the same way you activate your own. If you activate a Trait or Signature Gear, you additionally consider one related Creed result as 1 match. Whenever you spend Extra Dice in a Modern Day Sequence and obtain at least one Abstergo result on the Extra Dice roll, you automatically trigger a Setback.

CALLING RAISES

When you make an Approach check, you can call a Raise to gain additional advantages over the standard roll. There are 2 ways to call a Raise: before or after a roll.

Call a Raise Before a Roll

If you call a Raise before an Approach check, you must declare what additional benefit the Raise will grant you. Then, you make the roll, but your Approach Difficulty increases by 1.

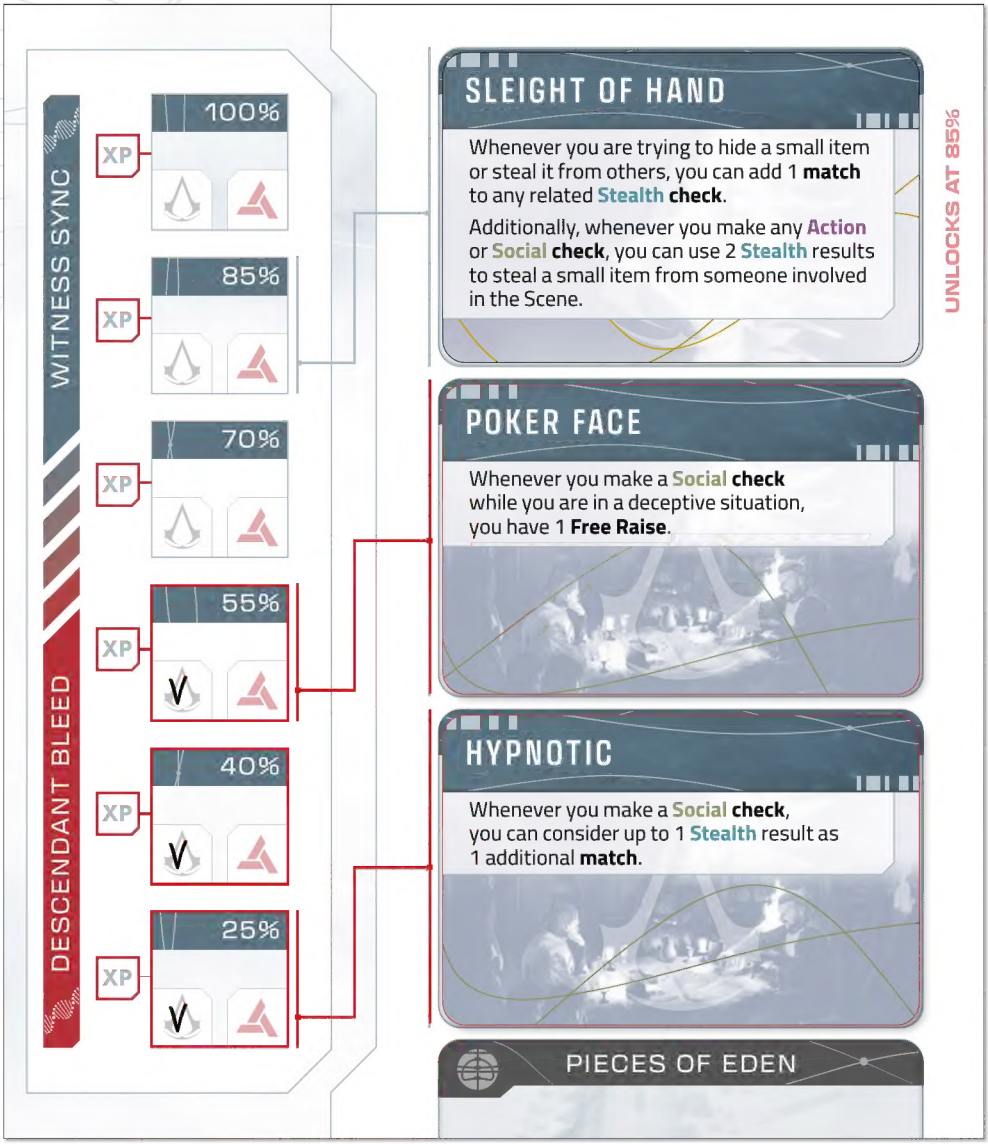
Call a Raise After a Roll

A Raise after a roll happens whenever you obtain 2 matches in excess of those required by the Approach Difficulty for the check. This happens even if you didn't declare an intention to get any additional benefits with your Approach. You simply get a free opportunity to add an unexpected advantage of your choice.

> SNAGS

If you fail an Approach check, you suffer a Snag. You mark each Snag by flagging the box on your character Folio corresponding to the failed Approach (unless already flagged, in which case you must flag another box).

When you make an Approach check employing a Snagged Approach and you roll 1 or more **Abstergo** results, the outcome of your action is influenced by an unexpected narrative **Setback**.


WITNESS SYNC
DESCENDANT BLEED
100%
XP
85%
XP
70%
XP
55%
XP
40%
XP
25%
XP
SLEIGHT OF HAND
Whenever you are trying to hide a small item or steal it from others, you can add 1 **match** to any related **Stealth check**.
Additionally, whenever you make any **Action** or **Social check**, you can use 2 **Stealth** results to steal a small item from someone involved in the Scene.
UNLOCKS AT 85%
POKER FACE
Whenever you make a **Social check** while you are in a deceptive situation, you have 1 **Free Raise**.
HYPNOTIC
Whenever you make a **Social check**, you can consider up to 1 **Stealth** result as 1 additional **match**.
PIECES OF EDEN

SYNC EXTRA DICE

Whenever you make a check, after you have seen its result you can roll a number of Extra Dice, taking them from those available to you. You must choose how many to spend before you make the additional roll.

Used Extra Dice are considered spent and cannot be rolled again until the following Sequence (Extra Dice continue to be considered spent also if two Sequences are considered by the Operator to directly follow one another, as part of the same narrative).